EXCLUSIVE Q*BERT, EX-MUTANTS & DOOMSDAY WARRIOR CONTESTS!

EGM INTERVIEWS THE INVENTORS OF THE SUPER FX CHIP!

NINTENDO • SEGA-CD • SUPER NES • DUO • GENESIS • GAMEBOY • GAME GEAR • LYNX • NEO-GEO • ARCADES

ELECTRONIC GAMING MONTHLY

STREET FIGHTER II' CHAMPION EDITION

- EXCLUSIVE GENESIS PIX!
- SPECIAL EGM REVIEW!
- INCREDIBLE STRATEGY GUIDE!

EGM PREVIEWS

MEGA MAN 6
SPIDER-MAN 3
GOLDEN AXE 3
JUNGLE STRIKE
ROAD RASH 3DO
PHANTASY STAR 4
WWF ROYAL RUMBLE

$4.95/$5.95 Canada/£2.60
May, 1993
Volume 6, Issue 5
05
0 70989 37371 4

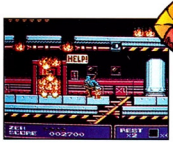
Take Out The Garbage.

Moldy tuna fish is nothing compared to the scum you'll face battling Lord Contaminous and his gang of environmental thugs on your NES™ and Game Boy®.

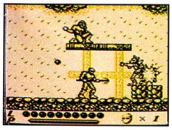
But you're Zen, a cosmic Ninja who's trying to prevent Earth from becoming a toxic wasteland.

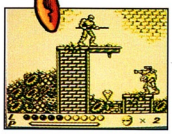
On your NES, fight through 12 of the most hazardous levels you've ever seen, with horizontal, vertical and 3/4 view scrolling, plus fluid character movements that are hotter than a nuclear meltdown.

Then grab your Game Boy and Photon-Stick, and sweep through 4 treacherous spew zones until you reach Lord Contaminous, who is waiting to trash you at the final waste dump. No doubt, if you've got the guts, these will be your toughest chores ever!











KONAMI®

Konami Game Hint and Tip Line:
1-(800)-896-HINT(4468).
70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required.

© 1991 Zen Comics Inc. All Rights Reserved. Used with permission. Licensed exclusively by Surge Entertainment. Nintendo, NES, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. © 1989 Nintendo of America. Konami® is a registered trademark of Konami Co., Ltd. © 1993 Konami, Inc. All Rights Reserved.

WIPE THE SMILE OFF THIS FACE!

Game Boy Game of the Year!
Game Player's Magazine '91

Strategy Game of the Year!
GamePro Magazine '91

Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning — in first-person perspective, with 3D graphics and 360° maneuvering!

GET INTO YOUR GAME BOY...

And we mean *into!* FaceBall 2000 is a new virtual reality game for 1 to 4 players. You don't just *see* your character, you *are* your character! You'll feel like you're actually *inside* your Game Boy as you move through CyberScape's more than 70 treacherous mazes — or the Arena, in fast-paced rounds of high-tech combat.



WATCH OUT! They only look happy!

PUSH SUPER NES TO THE LIMIT!

Come face-to-face with a *super-mess* of enemies — in full color with amazing 3D graphics! Enter the CyberZone where you'll be surrounded by evil Smiloids lurking in an endless series of mazes. Defeat the Master Smiloid... or have a *very* bad day! Two-player split-screen action lets you battle it out in the Arena against a friend, or team up and face the evil Smiloids together. FaceBall 2000 for the Super NES. Don't miss it!



Team up or play one-on-one in the Arena.

Face evil Smiloids in CyberZone's endless mazes.

NEW for the Super NES!



FACEBALL 2000...
A WHOLE NEW WAY TO GET INTO VIDEO GAMES.

THE BEST GAMES IN THE WORLD™

Bullet-Proof Software®

Bullet-Proof Software, Inc. • 8337 154th Ave. N.E. • Redmond, WA 98052 • (206) 861-9200

Copyright ©1991, 1992 Xanth Software F/X, Inc. All rights reserved. Original game and design ©1987. Distributed under license from Xanth Software F/X, Inc. FaceBall 2000 is a trademark of Bullet-Proof Software, Inc. Nintendo, Super Nintendo Entertainment System, Super NES and Game Boy are trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc. Bullet-Proof Software is a registered trademark of Bullet-Proof Software, Inc. ©1991 Bullet-Proof Software, Inc.

EGM

A SENDAI PUBLISHING GROUP, INC. PERIODICAL

May, 1993

Volume 6, Issue 5

■ **PUBLISHER, EDITOR-IN-CHIEF**
Steve Harris

■ **EDITOR**
Ed Semrad

■ **ASSISTANT EDITORS**
Martin Alessi; Mike Forassiepi; Sushi-X; Mike Vallas; Terry Minnich; Danyon Carpenter; Terry Aki; Andrew Baran; Howard Grossman; Mike Weigand; Al Manuel; Joe Funk

■ **CONTRIBUTING EDITORS**
Steve Honeywell, Marc Camron

■ **STRATEGY CONSULTANTS**
U.S. National Video Game Team

■ **FOREIGN CORRESPONDENTS**
Rik Haynes; Hideki Shikata

■ **WORLD NET™ CONTRIBUTORS**
The Super Famicom-Japan; Gamest-Japan; Mega Drive Beep-Japan; Famicom Tsushin-Japan.

■ **LAYOUT AND PRODUCTION**
Colleen Bastien, Production Manager
Juli McMeekin, Art Director
Jennifer Whitesides, Mary Hatch, Copy Editors
John Stockhausen, Ad Coordinator
Suzanne Farrell, Ad Manager

■ **CUSTOMER SERVICE**
(515) 280-3861

■ **NATIONAL ADVERTISING DIRECTOR**
Jeffrey Eisenberg
Eisenberg Communications Group
10920 Wilshire Blvd., Suite 1120
Los Angeles, CA 90024
Brandon Harris, Account Executive
(310) 824-5297

■ **SENDAI PUBLISHING GROUP, INC.**
Steve Harris, President
Mike Riley, Vice President of Operations
Mark Mann, Financial Director
Cindy Polus, Financial Manager
Harry Hochman, Circulation Director
Renée Delgado, Circulation Manager
Harvey Wasserman, Newsstand Director
Donna Cleppe, Newsstand Manager
John Stanford, Manufacturing Director
Ken Williams, Contract Publishing Manager

DISTRIBUTED BY
WARNER PUBLISHING SERVICES, INC.

Electronic Gaming Monthly (ISSN 1058-918X) is published monthly by Sendai Publishing Group, Inc. 1920 Highland Ave., Suite 222, Lombard, IL 60148. Second Class Postage Paid at Lombard, IL and additional mailing offices. Subscription rates for U.S.: $27.95, Canada and Mexico: $39.95, and all others by air mail only: $100.00. Single issue rates: $4.95. POSTMASTER: For subscription changes, change of address, or correspondence concerning subscriptions write to: **Electronic Gaming Monthly, P.O. Box 7524, Red Oak, IA 51591-0524.** The editors and the publisher are not responsible for unsolicited materials.

No part of this publication may be reproduced without the expressed written permission of Sendai Publishing Group, Inc. Copyright © 1993, Sendai Publishing Group, Inc. All rights reserved. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes.

Printed in the U.S.A.

Member
BPA CONSUMER MAGAZINES

INSERT COIN

WE'RE SORRY FOR BEING HONEST...

Last week I got my first experience at being on the road. I flew out for the Sega/Capcom press conference that unveiled the 'unsecret' Street Fighter 2 CE. After the conference I called up some of the companies in the San Francisco area to stop by for a visit. After the normal social greetings, the subject always got around to one common subject - game reviews. "Why did our game only get a 4?" was the standard question. Unfortunately, the answer was the same also. "The game only deserved a 4." While not the first time I had to answer for a low review, as phone calls come in every week about items published in our magazines, but telling it to people face to face is something different. It's not an easy thing to say to a product manager sitting across the table, who has probably hundreds, if not thousands of hours, and an equal amount of money invested in making a game. It is doubly tough because companies know that a low number review will mean smaller sales in the stores, not only from fewer players buying the games, but also from smaller initial purchases from the larger retail chains. We happen to be the major source of information for many of the video game buyers. They take our reviews into consideration when they make their nationwide purchases. It is quite a responsibility but in the goals that Steve set years ago, our reviews will always represent our honest, unbiased opinions of the games. This attitude also carries through all of the sections in the magazine. While other magazines may have a more upbeat attitude, and every game gets smiling faces, that type of facade is easy to see through and players start to ignore the ratings and quickly lose faith in the integrity of the magazine.

The same attitude goes towards the editorial. I could play it safe and just tell you what is in this issue. But that just repeats the table of contents. Rather you will see opinions about the industry here. Sure I get a lot of angry calls and letters from the companies and readers about anything negative that I wrote regarding a particular system or game, but these editorials aren't just random thoughts from someone new to the industry. I'm one of the old timers, having been to over 25 Consumer Electronics Shows, and dozens of Japanese and European trade shows. After a while it isn't too hard to be able to read between the lines to see what a company is really saying or doing.

Most importantly, many of the editorials represent what our readers are saying. I read each and every letter that you send in, and you, the readers do have a voice in the industry. If we get a thousand letters from Super NES players who are worried that the mighty Nintendo may take out the blood and fatalities in Mortal Kombat (as we have) that message will be passed on to the powers that be at Nintendo. It may not make a difference to the Big 'N, but we are here to get the message to them. So keep your letters coming in. It does make a difference! Don't just stop there, though. We are starting to offer more controversial subjects in our letters column. Let us know your opinion. And finally, take a moment to let us know what you think of the magazine. We are constantly evolving, and with your input, the biggest and best will stay on top.

Ed Semrad
Editor

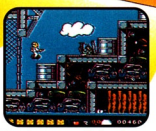
CRASH!!!



Break a leg at the Crash Test Center!



There's action at every turn!



You're top of the heap at The Junkyard!



Shakin' and breakin' at the Crash Test Center, enjoying an avalanche of laughs on the ski slopes, or knocking heads with the Junkman...The Incredible Crash Dummies™ are guaranteed to crack you up!

So don't bang your head against the wall! Get The Incredible Crash Dummies™ on NES™, Game Boy® and Game Gear™ – and meet some real headbangers!!!

FLYING EDGE™
A Division of Acclaim Entertainment, Inc.

The Incredible Crash Dummies™ © 1993 Tyco Industries, Inc. Licensed through Leisure Concepts, Inc.® Nintendo®, Nintendo Entertainment System® and the official seals are registered trademarks of Nintendo of America Inc. Sega and Game Gear are trademarks of Sega Enterprises Ltd. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved. Screens shown are from NES™ version.

Hear the
Sound
razor-sharp
adamantium
Claws make
as they
extract their
revenge.



Juggernaut is one tough mutant, even against Wolverine's fierce claws. Fire Gambits energized cards and introduce Juggernaut to Storm's tornado force winds.



Welcome to the next level™



Sabretooth growls his defiance. Cyclops needs Archangel's razor sharp blades to help Nightcrawler send him back to his maker.



Cyclops watches for Sentinel attacks as Gambit uses Iceman's bridge to annihilate the hovering Sentinel.



The final battle takes place on Asteroid M. Defeat Magneto's Acolytes and the Master of Magnetism appears.

SEGA

GENESIS



MARVEL COMICS

Sega, Genesis and Welcome logo are trademarks of SEGA. X-MEN and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. All rights reserved. © 1993 SEGA, 3335 Arden Road, Hayward, CA 94545. All rights reserved.

MAY, 1993 · VOLUME 6 · NUMBER 5 · ISSUE 46

CONTENTS



STREET FIGHTER 2 Champion Edition for Genesis! Check out this exclusive!

GAMES DIRECTORY

2Galt	136	Magical Chase	32
2020 Baseball	94	Mario is Missing	114-15
A Rank Thunder	74	Mega Man 6	70
After Burner 3	30	Mutant League Football	28
Alien 3	90	Neugier	68
Aliens vs. Predator	120	Phantasy Star IV	88
Amazing Tennis	137	NBA JAM	56
American Gladiators	139	R.B.I. '93	138
Batman: R.O.T.J.	80	Ring Rage	150
Battle Grand Prix	26	Riot Zone	32
Battletoads	151	Road Rash 2	86
Battletoads/D. D.	146-47	Rolo to the Rescue	84
Bio-Metal	94	Sat. Night Slam Masters	58
Bonk 3	142	Septentrion	70
Brawl Brothers	122	Shadow of the Beast 2	86
Bubsy	28	Sorcerer's Kingdom	134
C+C Make Your...	141	Sonic the Hedgehog 2	80
Casino Kid 2	148	Sonic Wings	74
Chakan	80	Spellcraft	124
Cool Spot	28	Spider-Man 3	96
Cyborg Justice	130-31	StarFox	112-13
Double Dragon	156	Street Fighter 2	102-09
Doremon	72	Super Air Diver	94
Dream Probe	26	Super Side Kicks	34
Duck Tales 2	32	Super Turrican	96
Esperanza	72	Super Widget	126
Exile 2	96	TMNT: Hyperstone Heist	78
Flashback	24	Taz-Mania	118
G-2	92	The Great Battle III	68
General Chaos	92	The Lost Vikings	26
Gods	84	The Magical Quest	84
Golden Axe 3	92	The Punisher	58
Gradius 2	144-45	Tiny Toon Adventures	86
Haunting	90	Ultimate Fighter	116
Jungle Strike	128-29	WWF Royal Rumble	90
Kick & Rush Soccer	74	Wing Commander	78
Kirby's Dreamland	96	Y's IV: Mask of the Sun	66
Mad Dog McCree	140	Yoshi's Cookie	34

DEPARTMENTS

INSERT COIN 4
INTERFACE: LETTERS TO THE EDITOR 14
REVIEW CREW 24
SOFTWARE CALENDAR 36
EGM TOP TEN 40
GAMING GOSSIP 46
EGM EXPRESS 50
LEADING EDGE 56
GAME DOCTOR 62
TRICKS OF THE TRADE 78
GAME CONTESTS 54,149,160
HIGH SCORES 177

INTERNATIONAL OUTLOOK

HOT HITS FROM THE ORIENT! 66

The epic journey of Adol continues in Y's IV: Mask of the Sun. Plus, shooting action with Esperanza and mystery with A-Rank.

NEXT WAVE

THE LATEST AND GREATEST! 88

The first pix of Sega's Phantasy Star IV for the Genesis. Thrill to Alien 3, General Chaos, G-2 and Spider-Man 3!

SPECIAL FEATURE

STREET FIGHTER SPECTACULAR! 102

We've got the hot new pix for Street Fighter 2 on the Genesis. This Champion Edition is sure to blow your mind!

BEHIND THE SCREENS

CHIP OFF THE OLD BLOCK! 110

Jez San of Argonaut Software talks about his work on the Super FX chip, debuting in Nintendo's new space shooter, StarFox.

EGM LIFESTYLES

STREET FIGHTER COMIC! 161

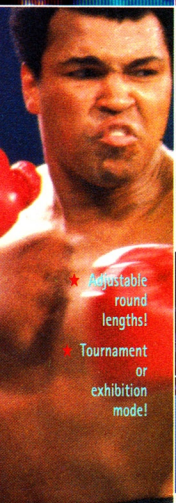
Check out the second part of Malibu's fantastic Street Fighter comic! It's a sure hit with all SF fans!

MUHAMMAD ALI REGAINS THE CHAMPIONSHIP FOR THE FOURTH TIME!

★ Why settle for anything less than "The Greatest?"







★ Adjustable round lengths!

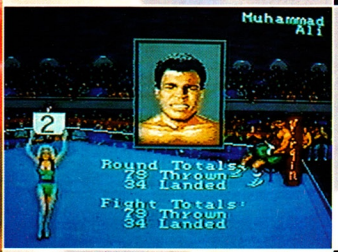
★ Tournament or exhibition mode!

"The graphics are top-notch and include some incredible rotation like you have never seen on the Genesis" ...this cart is a boxing fan's dream. MUHAMMAD ALI'S HEAVYWEIGHT BOXING by Virgin is sure to knockout the competition."

—Electronic Gaming Monthly



★ 360 degree rotating ring so you don't miss any of the action!



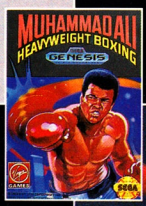
★ Special Collector's Edition Muhammad Ali Sports Card included!

★ Arcade or simulation-style boxing!

★ Digitized sound so real you can feel that blow connect!

★ One or two player simultaneous play!

★ Atmospheric crowd responses!



SEGA GENESIS 16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

Virgin GAMES

For more information, pricing and orders, please call 800-VRG-IN87. Visa, Mastercard, American Express and checks accepted.

Mr. Ali provided courtesy of Muhammad Ali Heavyweight Boxing is a trademark of Virgin Games, Inc. © 1992 Park Place Productions. Licensed to Virgin Games, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Licensed by Sega Enterprises Ltd. for play on the SEGA™ GENESIS™ SYSTEM. SEGA and GENESIS are trademarks of Sega Enterprises Ltd.
Photo: James Drake for Sports Illustrated.

We're not talking any lightweight offer here!

Enter our drawing to win one of 30 pairs of boxing gloves or one of 75 Muhammad Ali sport cards hand-signed by the champ himself! Just send in your Muhammad Ali Heavyweight Boxing Game warranty card by June 1, 1993 to register automatically.

BACK ISSUES!

COMPLETE YOUR COLLECTION WITH EGM'S GREATEST HITS!



#1	PREMIERE ISSUE! A FEW LEFT!	$30.00
#2	16-Bit Preview • Super NES Specs	$15.00
#3	Atari Lynx Intro • Fall Game Pre.	$10.00
#4	1st Look at Super Mario 4	$8.00
#6	1st Mega Play • Batman for NES	$10.00
#7	Top Score Tips & Tricks Special	$6.00
#9	1990 CES Preview • Castlevania 3	$6.00
#10	Super C • Phantasy Star 2 Maps	$6.00
#12	Nintendo SFX System • GaiDen 2	$7.00
#13	1990 SCES Preview • Strider	$7.00
#14	International Pre. • Mega Man 4	$6.00
#15	1992 Video Game Buyers Guide	$7.00
#16	Super Famicom Hands-On Test	$6.00
#17	Simpsons • GameBoy to NES	$6.00
#18	G.I. Joe • The Sega Tera System	$6.00
#19	Bonk 2 • Atari Panter Preview	$6.00
#20	Battletoads • 1991 CES Preview	$7.00
#21	Cyberball • 24-Pg. Micro Gaming	$7.00
#22	Sonic the Hedgehog • CD-ROM	$6.00
#23	Hudson Hawk • International Pre.	$6.00
#24	Terminator 2 • Tips and Maps	$6.00
#25	Super NES BG • 1991 SCES Pre.	$7.00
#26	Sega CD-ROM • 16-Bit Preview	$6.00
#29	Mario Bros. 4 • Sega Force Mag	$6.00
#31	Street Fighter 2 • Game Gear	$6.00
#32	1992 WCES Preview • Color GB	$8.00
#35	Turtles 4 • 500 Tips Guidebook	$8.00
#36	Batman Returns • Lynx Mag	$8.00
#37	Sonic 2 • Street Fighter 2 Secrets	$6.00
#38	1992 Fall Preview • Ren & Stimpy	$6.00
#39	Turtles on Genesis•Alien 3	$6.00
#40	Star Wars • Streets of Rage 2	$6.00
#42	TMNT: The Hyperstone Heist	$6.00
#43	Bubsy • '93 Super NES Directory	$6.00
#44	StarFox • Mortal Kombat	$6.00
#45	Dracula • SF2 Comic • Portables	$6.00

Check the issues you need to complete your collection today! Include a check or money order for each magazine plus $1.95 postage and handling per issue. Send your payment to: EGM Back Issues • Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, IL 60148

ELECTRONIC GAMING MONTHLY

THE BIGGEST AND BEST!!

FACT-FILES

SUPER NES TIMES 112

Save the Rairatto System from the clutches of the evil Emperor Androv in StarFox with the new Super FX chip! Mario takes a back seat to his brother in Mario is Missing; see if you have what it takes to be the Ultimate Fighter; spin to take out your foes in Taz-mania, and prey on the aliens with your extensive weaponry in Aliens vs. Predator. Plus, the action, magic and fun of Brawl Brothers, Spellcraft and Super Widget.

OUTPOST SEGA 128

Take command of special forces in the action-packed sequel Jungle Strike. Get ready for some futuristic combat in Cyborg Justice! Or, if you're in the mood for some sports competition, try to ace your opponent in Amazing Tennis, clobber your rival in American Gladiators, or batter up for R.B.I. '93. Plus, 2Galt and Sorcerer's Kingdom. For the Sega CD, C+C's Make Your Own Music Video will really make you sweat! Plus, trouble in the Old West with Mad Dog McCree.

TEAM DUO 142

Destroy the Gofer Empire in Gradius 2, the sequel to the arcade classic Lifeforce. Take a shot at Riot Zone and Bonk 3, too!

NINTENDO FORCE 146

The Ultimate Team has arrived: Battletoads and Double Dragon fight the Dark Queen together. Ante up for Casino Kid 2 by Sofel.

CLUB GAMEBOY 150

Those tough-skinned frogs are back! Battletoads for the GameBoy in this issue, and get your gloves laced up for Ring Rage!

SUPER GEAR 156

Brawlin' brothers Billy and Jimmy Lee are back for some more fighting action in Double Dragon from Virgin.

This Gal Gets Around!



Over 30 minutes of full motion animation!





Test your action-reaction skills with 3 levels of difficulty!

From Renovation / Wolf Team

This Gal's been all over, from 70,000,000 B.C. to 4,000 A.D! She's traveling the world searching through time for the devious Luda. Help her stop Luda before the world is destroyed. Jump onto your time machine as you travel through 16 exciting eras from the past, present and future. Leap from plane to plane in a WWII dog fight, sail a Spanish Galleon on the high seas, battle robots in a space station and escape from hungry dinosaurs. Can you and Time Gal brave the challenges and catch Luda before time runs out?

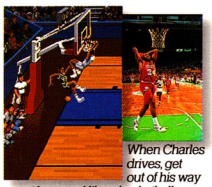
Here's one date you won't forget!

RENOVATION PRODUCTS

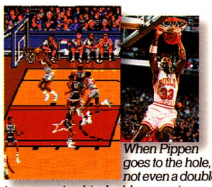
Renovation Products, Inc. 4655 Old Ironsides Dr., Suite 265 Santa Clara, CA 95054

Licensed by Sega Enterprises, LTD. for play on the Sega CD™ System. Sega and Sega CD are trademarks of Sega Enterprises, LTD. Time Gal is licensed by Taito Corporation for Sega CD. Time Gal is a trademark of Renovation Products, Inc. ©1992, 1993 Telenet (Wolf Team) / Renovation Products, Inc. All rights reserved.

JAM WITH THE BEST IN THE NBA.



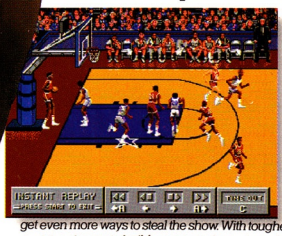
When Charles drives, get out of his way or get bounced like a basketball.

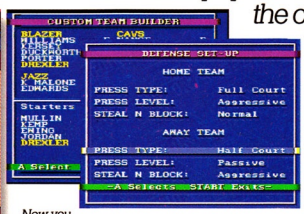


When Pippen goes to the hole, not even a double team can stop his double pump jam.

Barkley's Monster Dunk. Harper's Air-Reverse Slam. Malone's In-Your-Face Jam. Rice's 360° Slam. Manning's Double Pump Jam. Ewing's Bounce-Ball Slam.

Welcome to Jam City. Bulls vs. Blazers™ and the NBA® Playoffs.™ The updated version of the most popular basketball game ever. With the complete rosters of all 16 1992 NBA playoff teams. Updated stats. And the '92 East and West All-Star squads.

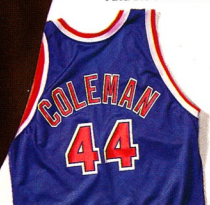




Now you get even more ways to steal the show. With tougher defensive playcalling. And the chance to build your own dream team from the NBAs finest.

Also available on SuperNES.™

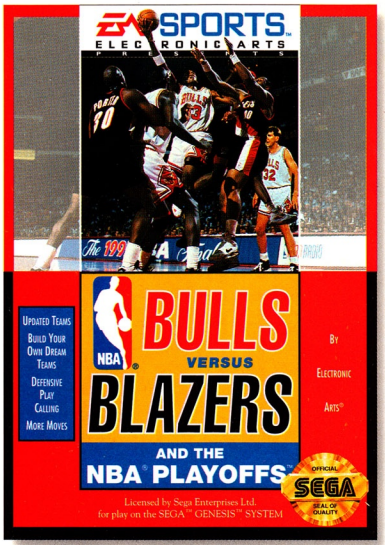










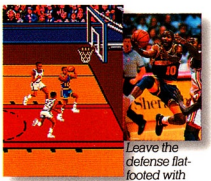


You also get new signature moves that'll make your head spin. Like Kersey's Gorilla Slam. Stockton's Behind-Your-Back Pass. And Owen's Alley-Oop Jam. It's the NBA's biggest guns. And all their shots.

You can even create your own dream team. Pick any player from the starting five of any playoff or All-Star squad. Then create a nightmare for the rest of the league.

Plus there's much tougher "D." Smother the ball with a full-court or half-court press. Of course, the tougher your "D," the more you'll tire and commit fouls.

The action starts at Round 1 with all 16 playoff teams. From there, it only gets more intense. Establish your inside game. Hit a few treys. Play the substitution game. If you can stand tallest in the paint, the NBA title is yours.



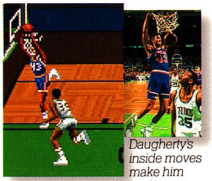
Leave the defense flat-footed with Hardaway's unstoppable UTEP 2-step.



The Mailmans In-Your-Face Dunk always makes a huge splash.



Kemp's Off-the-Glass Jam always shatters the competition.



Daugherty's inside moves make him Cleveland's center of attention.

EA SPORTS™ covers every brick that clangs off the rim, every squeal of $159 sneakers. With instant replay. Scores from other games. Stats. Highlights.

Jump at this chance to join basketball's elite. Visit your local Electronic Arts dealer or order by phone anytime: (800) 245-4525. And play with the champions of the NBA.

If it's in the game, it's in the game.



ELECTRONIC ARTS HINTS HOTLINE
1-900-288-HINT
(DIAL 1-900-288-4468 TOUCH TONE)

95¢ for the first minute, 75¢ for each additional minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone. Messages subject to change without notice. EA SPORTS, Bulls vs. Blazers and the NBA® Playoffs, and "I" Meter are trademarks of Electronic Arts. The individual NBA Team insignias depicted are trademarks which are exclusive property of the respective teams and may not be reproduced without the written consent of NBA Properties, Inc. NBA is a registered trademark of NBA Properties, Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Nintendo,® Super Nintendo Entertainment System,® and SuperNES™ and the official seals are the trademarks of Nintendo of America Inc.



INTERFACE
LETTERS TO THE EDITOR

Did something in this issue really get you thinking or burning? Put it down on paper or chisel it in stone and send it off to us. If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll just run it as the Psycho letter. Remember that anything you write and send to us can be used in the mag whether you like it or not. Keep the Mushnick letters coming as we still are looking for one psycho that agrees with him. Send your letters and letter art to: Interface, Letters to the Editor, c/o Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you think we're going to answer your letter, guess again. Try your congressman.

SF2 FOR GENESIS LIVES!

I have access to a computer bulletin board system and I have seen information that states Capcom will be bringing Street Fighter II: Champion Edition to the Sega Genesis. I own a Super NES and I feel that Capcom is abandoning me and all those who bought a copy of SF2 for the Super NES.

Mark Kurt
Louisville, KY

I was wondering if Street Fighter II is coming out on the Genesis? I just love the game. My parents won't let me have two 16-Bit systems, so I was just wondering if it will be available any time soon. Also, what will be the meg of this cart and what kind of six button controller will come out for it?

Daniel Dresser
Vacaville, CA

If Street Fighter is supposedly coming out on the Genesis, I have a few burning questions for you:

(1) Could it ever be better than the current SF2 for the Super NES?

(2) Will it have the same awesome music as the Super NES?

(3) And even the most important question of all, will it be Champion Edition?

(4) Will the SF2 CE Turbo version then come out for the Super NES? Thanks guys, I know you have the answers.

Mike Morino
Ventura, CA



It finally happened! Street Fighter II CE is coming to the Sega Genesis in June!

(Ed. As you can see by the cover of this issue, SF2 CE is indeed coming to the Genesis this June. Capcom officially announced the game on March 10, 1992 and at that time they also stated that a new Genesis version of their 6 button SF2 stick would be coming out later this summer. Sega also plans to have their 6 button controller out this summer. The Genesis SF2 CE will be 16 meg and Capcom states that it would cost the same as the Super NES version. From what we saw of the game the sounds and music are excellent. The control is good and the characters move very fast on the screen. The reduced color palette is noticeable but not objectionable. There will be improvements over the Super NES version (do a perfect round and the game says 'perfect') and it appears to be an awesome cart. As to a Super NES version... Capcom U.S. won't say, but sources in Japan are already talking about a new Super Famicom SF2 cart. Whether it will be Turbo CE or just CE has not been confirmed yet.)

STARFOX 2 IS ON ITS WAY!

I bought the Japanese version of StarFox and I think it's the most incredible game I've ever seen! The action is mind-boggling and the sound effects are some of the best ever! I would love to personally congratulate Nintendo for their excellent work in designing the SFX Chip for the best game on the market! Any word on a sequel?

Raymond Jones
Beaver, OH

As soon as I saw your preview pictures of StarFox in the February issue, I just knew I had to run out to the store and purchase it as soon as it came out. Well, I did and I love it! The missions are all long and challenging and the music is way above average! My question to you is: how long has Nintendo been working on this elusive SFX Chip? It seems that StarFox has just grazed the surface of what this chip can do! Will there be a sequel or any other games like it in the future?

Erik Swanson
Minneapolis, MN

(Ed. Surprise! Nintendo didn't design the Super FX chip nor can they claim complete credit for StarFox! Both of these projects come from Argonaut Software in England! Check out our exclusive, revealing, Behind the Screens at Argonaut Software (page 110) for the REAL story that Nintendo will not talk about regarding the chip and game!)

This Ain't No Game.



BOB HOSKINS JOHN LEGUIZAMO DENNIS HOPPER

SUPER MARIO BROS.

HOLLYWOOD PICTURES presents a LIGHTMOTIVE / ALLIED FILMMAKERS Presentation In Association with CINERGI PRODUCTIONS

BOB HOSKINS JOHN LEGUIZAMO DENNIS HOPPER "SUPER MARIO BROS." SAMANTHA MATHIS FISHER STEVENS FIONA SHAW RICHARD EDSON Music by ALAN SILVESTRI Costume Designer JOSEPH PORRO

Visual Effects Designed by CHRISTOPHER WOODS Edited by MARK GOLDBLATT, A.C.E. Production Designed by DAVID L. SNYDER Director of Photography DEAN SEMLER, A.C.S. Co-Producer FRED CARUSO Written by PARKER BENNETT & TERRY RUNTÉ and ED SOLOMON

Produced by JAKE EBERTS and ROLAND JOFFÉ Directed by ROCKY MORTON and ANNABEL JANKEL

DOLBY STEREO

Distributed by Buena Vista Pictures Distribution, Inc.
© 1993 ALLIED FILMMAKERS N.V. All Rights Reserved.
© 1993 Buena Vista Pictures Distribution, Inc.
© 1993 NINTENDO ® All Rights Reserved.

HOLLYWOOD PICTURES

STARTS FRIDAY, MAY 28 AT THEATRES EVERYWHERE

FULDIGAN, HA!

I have just received your April issue, and the first thing that I did was to look for your April Fools joke. After finding the phony listing of the Jaguar games in the Software Calendar, I had to immediately rush this letter to you in hopes that I might win some kind of prize for being the first to respond.

Roger Bench
Orlando, FL

While I was reading my newly arrived April issue of EGM, I found your annual April Fools Joke. In your Software Calendar, a new section listing Jaguar games caught my eye especially since I know the system hasn't been released yet. Sure enough, the games were Virtua Pong 64, Adventure 199X and Yar's Revenge 2. I find this an excellent attack on Atari's vaporware promises about this system. While this prank is unlikely to cause international mania that your infamous Sheng Long trick resulted in last year, I suppose it is possible that I will soon see a bunch of clueless gamers lining up at Electronic's Boutique to buy Virtua Pong 64. Keep up the good work!

Teddy Schall
San Francisco, CA

I am pleased to say that I found the April Fools trick on page 37 in the April issue of your awesome mag. Virtua Pong 64, Adventure 199X and Yar's Revenge 2 definitely sound like Jaguar games. I'm sure you'll probably get letters from people that believed it. Do I get a game?

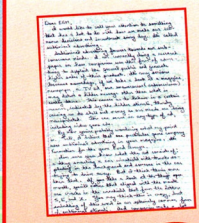
James Mohr
Brooklyn Park, MN

I must admit that you guys had me fooled! I never would have thought about looking in the Software Calendar for an April Fools trick. I thought for sure it would be the Psycho Letter or even Power Modeler from the Next Wave section. Keep up the awesome news in the best magazine around!

Tony Reno
Las Vegas, NV

PSYCHO

LETTER OF THE MONTH!





The Road Avenger ad with the alleged subliminal message?

"Dear EGM,
...Subliminal advertising focuses towards our subconscious minds. I am doing a research paper on how companies use this form of advertising to exploit the general public... I believe that Renovation uses it. It's the ad for Road Avenger. If you take a look at the open mouth, you'll see that aligned with the mouth are cracks in the windshield that form the letters S, E, and X...Companies make a lot of money doing this. Show this to everyone at the office and see what they think of this.
P.S. If you decide to publish this letter, PLEASE don't publish it as the Psycho letter because I am dead serious about this." **Jon P., Horsham, PA**

Jon P. of Horsham, PA almost had us fooled into believing the research paper story until Scanman, our resident loonie, spent two weeks with the ad and found something that looked like the letters. Are we close Jon? No one else saw it. Anyway, anybody who spends hours looking at ads for secret messages is as crazy as they come.Try getting a life Jon, there is a real world out there! You might try playing video games too! But don't look at every screen for messages though.

WIN AN EGM T-SHIRT!

If you think you can be as loonie as Jon, we want to hear what you have to say. Just don't try to fool us with the phony "I'm serious" story. If you're weird enough, we'll send you an EGM T-Shirt that you can wear with pride at the funny farm!



You people are very cruel when it comes to April Fools pranks! Last year, the vapor-hero legend Sheng Long, now a vapor-system and games! When I saw that you added a new spot for the anticipated Jaguar game system in the Software Calendar, I almost cried! I was ready to blow another paycheck on this hot game system to add to my collection. However, my jaw dropped to the ground when I saw those heart breaking, phony, third-party software titles. I know, I should have been prepared. Hopefully, some day soon, the Atari 64-Bit Jaguar will claw its way to reality and take the world by surprise! It's the stuff dreams are made of.

Casey D. Watkins
Lawndale, CA

(Ed. Looking at the postmarked date on your envelope James, Roger's entry beat yours by a week. And Roger, just how did you receive your issue so quickly? Are you one of the readers who bought the exclusive $500 Gold Seal Subscription program where the mag is sent out Fed Ex from the printer? Anyway Roger, since you were the first to get us your letter about your findings, we will be sending you an entire set of extremely rare golden Street Fighter II coins, a copy of the Genesis version of SF2 Champion Edition, and a funky-cool *In Your Face T-Shirt to proudly display to all your jealous friends. What else would you expect from the biggest and best video game magazine! Enjoy those prizes and stay tuned for next year's surprise!)*

* When available.



As a matter of fact, we are so interested in the creatures you create, we would like you to take a photo of your favorite creation and send it to: Enix America Corp. 2679 151st Place N.E. Redmond, WA 98052, ATTN.: EVO contest. On the back of your photo please include your return address and choice of the following games: ActRaiser, SoulBlazer, Dragon Warrior III and Dragon Warrior IV. One game will be awarded to each winner. There will be five winners drawn each month. Contest ends 9/30/93. All entries must be received before September 30, 1993.

VIOLENCE IN SPORTS GAMES...

I'm writing in response to the article printed in the April issue of EGM written by Phil Mushnick of the NY Post. I believe it is sick that someone would go so far to proving his point. He couldn't possibly believe that Madden and the NHLPA condone violence. It's a video game for goodness sake! Any kid, however, who cannot depict the difference between an injured player and the same in a video game should have his parents checked out, not the kid. Comparing a video game to real life is exceptionally sick on Mr. Mushnick's part. All the letter does is prove his ignorance in writing it.

Travis Ransom
Evanston, IL

I have decided to respond to your request for opinions concerning Mr. Mushnick's article in the New York Post. I would say, "Yo, Phil, GET A LIFE!!". His story (or fairy tale) is a good example of irresponsible journalism and a lack of knowledge about his subject matter and that is sickening. First, he doesn't sound like a person who has played electronic games of any kind. Second, he would have us believe the 'children' he is talking about are no more than toddlers who must be saved from this great evil. Maybe Mr. Mushnick will someday have an open mind and play some of these games.

David Ernest
Juniata, NE

The article written by Mr. Phil Mushnick angered me so much that as soon as I read it I got up to write this letter. Mr. Mushnick has probably never played a video game in his life. I'm sure that if he played one he would have seen just how good they are. I don't look for violence, I look for good games that won't bore me after a while. Sadly, violence is a part of our everyday lives and if Phil doesn't understand that, maybe he should come out of the closet and open his eyes.

Eric Flanagan
Manasota, FL

Our dear friend, Phil Mushnick, is obviously suffering from some sort of dementia created by a lack of touch with our society. In his article, he viciously attacks two games which portray two of the most violent sports in our country. I don't feel that the games discussed in the article glamorize violence! And certainly, Mr. Mushnick, video games are not the culprit in shaping a violent society. Try viewing five minutes of television and witness the violence that millions of Americans watch.

Scott Hunt
Louisville, KY

I was very entertained by the Psycho Letter of the Month concerning Phil Mushnick in your April issue. First of all, you guys are right. The writer of the article is very biased, but in a way, the guy has a point. The games are violent, but he did not consider the fact that the violence is all in fun, and most of all, it's just a game! The violence is not to encourage more violence, or as the writer said, child abuse. Get real! Does this guy seriously think that Sega and Nintendo are trying to promote child abuse? The violence is simply slapstick humor like you'd find on any Saturday morning cartoon. This is all fun and nobody is getting hurt. Mr. Mushnick needs to educate himself before he writes a biased article like that again.

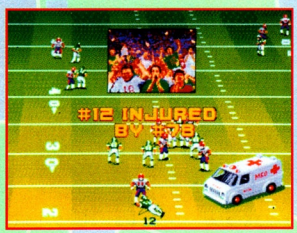
Scott Jones
Lee's Summit, MO

I thought Mr. Mushnick was drunk when he wrote his article. It had very little, if any, basis in reality. First, Nintendo has very little violence in its games. It's not as if Mario chases after Bowser with a gun. Second, I was insulted about what Phil said of Sega's Madden games and how he thinks that we all want to see players get hurt or paralyzed. That's not the case at all. Who would want to see a professional athlete who worked all their lives have it suddenly taken away? I don't know what's wrong with this guy but I think he has mush for brains.

Michael-X
Fitchburg, MA

I just received your April issue in the mail and I couldn't believe what I was reading when I turned to the Psycho Letter of the Month. Well Mr. Mushnick, you say that the people at Nintendo, Sega as well as the entire NHLPA can go straight to hell? If that's the case, I feel you can go right along with them. To even suggest that sports video games are promoting violence in everyday life is the biggest load of B.S. I have heard in years. Let's start off with what you said about Toys 'R Us. Since when are they "a headquarters for kids looking to get a leg up on the brutal world that awaits them?" You make a toy store look like a war command post. If you really want to see violence in a game, why don't you go down to the local arcade and play a game of Mortal Kombat with all the gore switches turned on? Judging from your article, this game might send you crying home to mommy.

Mike Pries
Chicago Heights, IL



According to Mr. Mushnick, Madden Football teaches kids violence in sports.

(Ed. This is the first round of letters from players about Mr. Mushnick's columns on violence in video games (see our April Psycho letter of the month for the whole article). The attitudes of the game players range from total disbelief to anger which we have never heard before.

Believe me, I searched high and low, and of all the letters we received, nobody took his side of the story. Keep the letters coming in and it would also be good to hear from parents as to whether you see your children developing violent attitudes because they play video games.)

REAL DEALS Up to $5 OFF

ACTION-PACKED SAVINGS!

REAL DEALS Up to $5 OFF

Software, Etc. packs more gaming action into every store. Use our Real Deal™ coupons to save the big bucks on your favorite titles! See stores for details.

SUPER NES. MORE CHOICE CHOICES.

SUPER NINTENDO ENTERTAINMENT SYSTEM



REAL DEAL $3 OFF WITH IN-STORE COUPON

JEOPARDY
from Gametek.



REAL DEAL $3 OFF WITH IN-STORE COUPON

LOST VIKING
from Interplay.



REAL DEAL $3 OFF WITH IN-STORE COUPON

TAZMANIA
from Sunsoft



REAL DEAL $3 OFF WITH IN-STORE COUPON

WAYNE'S WORLD
from THQ.



REAL DEAL $3 OFF WITH IN-STORE COUPON

SUPER NBA BASKETBALL
from Tecmo.



REAL DEAL $5 OFF WITH IN-STORE COUPON

SUPER R TYPE
from Irem.



REAL DEAL $5 OFF WITH IN-STORE COUPON

WHERE IN TIME IS CARMEN SANDIEGO?
from Hi Tech.



REAL DEAL $3 OFF WITH IN-STORE COUPON

SHADOW RUN
from Data East.



REAL DEAL $5 OFF WITH IN-STORE COUPON

WARPSPEED
from Accolade.



REAL DEAL $3 OFF WITH IN-STORE COUPON

KING ARTHUR'S WORLD
from Jaleco.



REAL DEAL $3 OFF WITH IN-STORE COUPON

THE HUMANS
from Gametek.



REAL DEAL $5 OFF WITH IN-STORE COUPON

SN PROGRAMPAD
from STD.

NINTENDO MEGA FUN.

Nintendo



REAL DEAL $5 OFF WITH IN-STORE COUPON

MEGA MAN 5
from Capcom.

GREAT GAMES! GREAT PRICES!

GENESIS KEEPS THE HITS HOT!

SEGA GENESIS



REAL DEAL $3 OFF WITH IN-STORE COUPON

G-LOC
from Sega.



REAL DEAL $5 OFF WITH IN-STORE COUPON

TINY TOON ADVENTURES: BUSTER BUSTS LOOSE
from Konami.



REAL DEAL $3 OFF WITH IN-STORE COUPON

X-MEN
from Sega.

FOR THE STORE NEAREST YOU CALL 1-800-328-4646 OVER TWO-HUNDRED SIXTY CONVENIENT LOCATIONS

SOFTWARE ETC.

Product availability may be affected by manufacturer production delays. However, we will always do our best to satisfy our customers.
TM, & © 1993 Nintendo. All rights reserved. ©1993 Software, Etc. All Trademarks and Copyrights are property of respective manufacturers.

Offers valid 5/2/93 - 5/22/93

American Express Cards · Discover · MasterCard · VISA

THE DEBATE CONTINUES

Why is it that every game that comes to U.S. radically changes from the Japanese counterpart? For instance, take the awesome game called Ranma 1/2. I have both Super Famicom versions and they're incredible! But I ask you, why did Irem have to change the characters when they released Street Combat on the Super NES? Did they feel that Americans wouldn't like the present characters or understand the intricate story that surrounds the animation series that this game is based on? I really wish some companies would leave the games the way they are.

Michael Tiefen
Los Angeles, CA

These ridiculous changes have got to stop! What I'm talking about is the video game characters that come from Japan and end up getting butchered by the American companies to suit 'our needs.' Changes like converting the ultra-cool Ranma 1/2 characters into all new people in Irem's Street Combat and completely taking out Bonk's strange transformation in the Japanese version only hurt the game's quality.

Samuel Brewer
Springfield, IL



Are these changes really that drastic? Write a response and let us know!

(Ed. While games go through many changes before they reach the market, many of the companies make special changes based upon the familiarity of the game characters. Since a Ranma 1/2 cartoon never aired on T.V. in America, and can only be seen by watching translated tapes, the popularity of the characters seemed weak and the changes were probably made based on that assumption. Besides, if you never bought the Japanese versions of these games, the changes would be unnoticeable anyway.)

EGM ENVELOPE ART!

Street Fighter 2 is still dominating the artwork but Mortal Kombat is catching up! **Note: Only 4 x 9 1/2" or smaller) envelopes will be allowed! Put your name on the back of the envelope.** All winners get a free 'In Your Face' T-Shirt and the first prize is a Fire Stick from G & C Manufacturing. SEND ALL ART TO: Interface Letters to the Editor; 1920 Highland Ave., Suite 222, Lombard IL, 60148.

FIRST PRIZE!



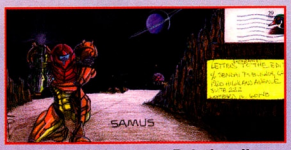
Twin Le, New Orleans, LA



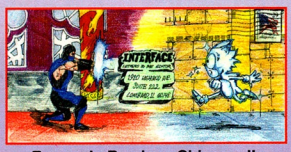
Paul Harmon, Sacramento, CA



Matt Oreto, Worcester, MA



Frank Chiappetta, Palatine, IL



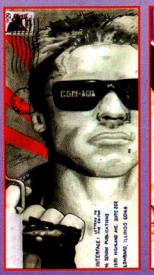
Fernando Ramirez, Chicago, IL



Arpiwat Nunthaphivat, Amarillo, TX



Sergio H. Garcia, Plano, TX



Steve Bissett
Williamsport, MD



Rory Kosh
Santa Cruz, CA



Darrarith Duong
Montreal, Canada



Charles Stanley
Bronx, NY



Richie Check, Bethlehem, PA

The first place prize is a Fire Stick donated by G & C Joystick Mfg.

For product info contact them at: 1729 E. Gemini St. West Covina, CA, 91792 (818) 912-1956



CES. WHEN, WHERE, COST?

After reading about all the exciting things that went on at the WCES in Las Vegas, I asked my father if he would drive me to Chicago for the Summer CES in June. If I can get tickets for it, he said he would drive me. Some of my friends said it isn't open to the public but others say I can get in. So I've come to you for the real answer, CAN I GET IN? When is the exact dates, where can I get tickets and how much are they?

Chris Clarkson
Tecumseh, ONT



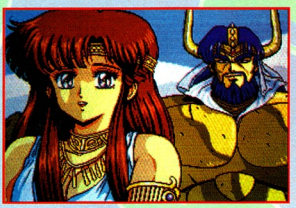
Once again, the Consumer Electronics Show will be open to the public.

(Ed. Start packing your bags Chris! Once again, the Chicago Summer Consumer Electronics Show will be open to the public. Because of the phenomenal success of the last show - almost 100,000 people came to see the newest gadgets and gizmos on Consumer Day, the honchos who run the CES have decided to open the gates to the public on Sunday, June 6th. For more show information you can call 1-800-338-6901. For advanced tickets call 1-312-559-1212)

RATED 'R'?

Today, video games are much more advance than before. They seem to cater more to the older audience too. As many American gamers know, Japanese games have more blood and violence and also show a lot more skin than U.S. titles. Can we expect to see these types of games coming to the U.S. in the near future?

Doug Masin
Columbus, OH



Dragon Knight is one of the many games with an adult oriented theme..

(Ed. Don't expect to see anything very risque on the game systems in the near future. Remember that the Japanese attitude towards nudity and violence is entirely different than that of the ours. To them it is not a big deal, while here the companies have to be concerned about parents.

Looking at our game companies, there is Nintendo where seeing blood in a game is unheard of; Sega, where blood is OK but nudity is a no-no (remember Stormlord); and TTI where the conservative approach to the subject seems to be the way they are going to go. Mortal Kombat will probably be the landmark game which will at least loosen up the violence standards.)

WHERE ARE?

While flipping through all of my older back issues, I came across some games that you have mentioned but I haven't seen anything yet. For example, you mentioned Dark Wizard would be coming out for the Sega CD. Since there is a real lack of RPGs on this expensive CD unit, I guess this is the one I'll have to stand in line for.

Brian Minster
Campbell, NY

In the August issue of EGM (number 37), you gave a sneak preview of Super Star Wars. On page 94 in the lower column of photos you showed Luke Skywalker in the trash compactor. I've played this game every day and have never come across this part of the game. Does this involve a trick or something?

B.J. Jones
Palos Verdes, CA

At my local video store, they have a game called John Madden: Champion Edition for the Genesis that is only available for rental. Since it is always checked out, I have never been able to see what this game is all about. Although I was discouraged, I went to every toy and electronic store in the area and they said they've never even heard of this game! Was this simply a mix-up at the video store?

John Schlottman
Baltimore, MD



Madden Champion Edition could find its way into retail stores soon!

(Ed. Okay Brian, we'll start with your question. Yes, Dark Wizard will be coming out from Sega for the Sega CD in July. You'll be seeing more of this game from EGM in the future months as well.

B.J., your question took a little more research. After a call to JVC, we were informed that the version which we took pictures of at CES was a preliminary copy of Super Star Wars. That scene in the trash compactor was taken out to fit the memory requirements of the cartridge.

Last but not least, John. Madden Champion Edition was developed by Electronic Arts strictly for rental purposes. Super Bowl teams are the only real addition but this game has become quite a hot commodity. Electronic Arts has given some serious thought to the phenomenal demand for this game and may even start selling it throughout the country sometime soon. A few video stores are even reporting that the customers are keeping the game and paying the $150 penalty fee! For more information on Madden Champion Edition, check out the Sports Insert polybagged with this issue.)

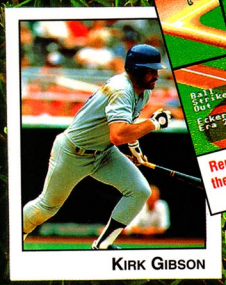
TAKE ON THE PROS!

R.B.I. '93 puts you into the big leagues with nearly 700 *REAL* Major League Baseball Players from all 28 professional rosters, including Colorado and Florida.

Plus you'll face them on their own turf—from Chicago's friendly confines to the Big Green Monster in Boston.

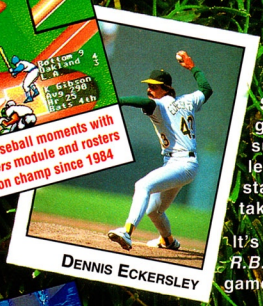
So before you pick up a baseball game for your Genesis, make sure it's not one of those bush-league efforts with phony stadiums and fake player names taken from the local phone book.

It's easy, just look for *R.B.I. '93*... it's the only game in town.



KIRK GIBSON



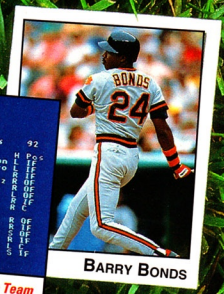


DENNIS ECKERSLEY

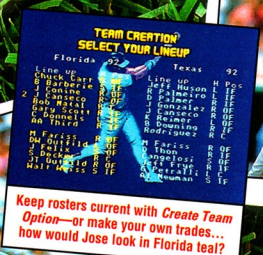


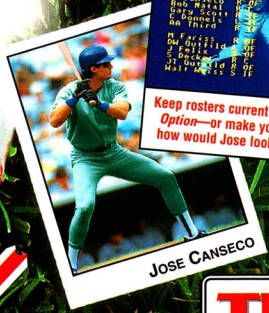
KIRBY PUCKETT





BARRY BONDS





JOSE CANSECO



TENGEN
VIDEO GAMES

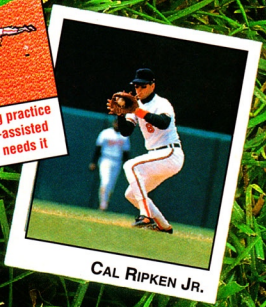
R.B.I.™ '93 BASEBALL



MARK MCGWIRE



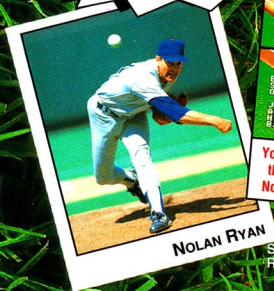
New features include fielding practice and two levels of computer-assisted defense—as if Cal Ripken needs it



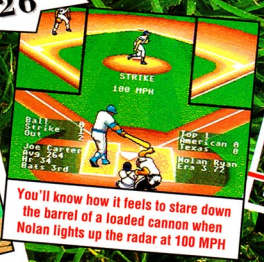
CAL RIPKEN JR.

- Biggest-selling baseball series in video-game history
- Improved and upgraded gameplay features, including *Home Run Derby*, *Fielding Practice* and *Individual Player Performance Stats*
- Full player rosters for all 28 professional teams—including new Colorado and Florida franchises
- Real, fully detailed home stadiums for all 28 teams

AVAILABLE week of APRIL 26



NOLAN RYAN



You'll know how it feels to stare down the barrel of a loaded cannon when Nolan lights up the radar at 100 MPH



Sega and Genesis are Trademarks of Sega Enterprises, Ltd.
RBI: TM Atari Games; Licensed to Tengen, Inc. ©1993 Tengen, Inc.

MAJOR LEAGUE BASEBALL PLAYERS
MLBPA

SEGA GENESIS 16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

REVIEW CREW

STEVE HARRIS



The big boss man got stuck in the New York blizzard and was forced to play GB Tetris for 4 days!

Current Favorite Games: Street Fighter 2 CE; StarFox; Cool Spot

ED SEMRAD



Ed's been on the road so much he is becoming as elusive as Sushi. He's seen a lot of good games!

Current Favorite Games: Rebel Assault; Empire Strikes Back; Arty L.

MARTIN ALESSI



Martin has been getting into more of the game music. Star-Fox is way cool.

Current Favorite Games: StarFox; Street Fighter 2 CE; Jungle Strike; Cyber Race CD; Plak

SUSHI - X



Sushi has been camped out on Capcom's front door waiting to play more Genesis SF2CE!

Current Favorite Games: Genesis SF2CE; SF2CE; SF2CE; SF2CE; SF2CE.

Genesis	U.S. Gold
Flashback	
Action/Adventure	Now
6 Levels	12 Meg





U.S. Gold has really struck it with Flashback, their new action/adventure release for the Genesis!

You are special agent Conrad in charge of Molecular density analyzer glasses. These technologically advanced glasses enable you to see aliens posing as humans. The evil aliens have discovered the invention and have erased your memory! Hide out in the jungle, but keep your weapons close to you in case...

Cool cinema intermissions add to the life-like animations in your quest. This is more than just an action game, though - you'll have to use your brain to survive and remember the past. Can you do it?

STEVE Hot on the heels of OOTW is a superior sequel that takes the style of the original and cranks it up a couple of levels. You get a similar search-destroy-escape mission, with graphic intermissions laced throughout that are so intense they don't seem to belong on a home machine. Casual pace, but completely rippin'!

MARTIN A definite must-have cart for Genesis owners. This cart has it all! A cool story line sets the mood of the game as you play along. The graphics are absolutely awesome! The animation is liquid smooth and cinema displays are present throughout. The game play is topnotch, sort of like OOTW crossed with Prince of Persia.

ED Flashback is incredible! The story line really grabs your interest and the cinema displays are very detailed. The shining point of Flashback is the awesome animation throughout the entire game. While there really wasn't much music, the sound effects really helped the tone of the game. It's kind of a short adventure, though.

SUSHI - X Flashback is one of the best games ever made for the Genesis! The action is nonstop, and it really feels like you're playing a movie! My only suggestion is that you get a joystick, because the generic Sega controllers aren't precise enough to handle the diagonal motions necessary for some of the specialized techniques.

GAME OF THE MONTH

Fully Loaded.



It's the stereo amplifying, screen magnifying, night lighting, fire button enlarging, thumb stick controlling, compacting, easy carrying accessory for your Game Boy®—whew! Try saying that three times fast—it's a mouthful! But that's what you get when you have it all. Other Game Boy® accessories leave you with nothin' to say. Hey, there's only one worth talkin' about.

Handy Boy™—don't settle for less.



STD

We Can Help You Win

Available At:

SEARS FUNTRONICS · BEST. · KAYBEE America's Toy Store · Service Merchandise · SOFTWARE ETC

Game Boy® and Handy Boy™ are trademarks of Nintendo of America.
Game Boy® is sold separately.

Battle Grand Prix

Super NES	Hudson
Driving	Now
19+ Levels	8 Meg



Hudson Soft brings you all the grandeur of racing in Battle Grand Prix for the Super NES!

Custom build your auto for Formula-1 style racing. Try your new wheels on any of the international race tracks. Maneuver quickly through the turns as you compete against the computer, or provide your own competition via a friend in the two-player mode. Buckle up, there are 3 difficulty levels

It's interesting that Hudson would put this game up against the 'Mode 7' enhanced racers filled with graphic candy. Being a fan of top-down drivers, however, I had hoped that this entry might have some new spins on the genre. Although there are some cool techniques to master, the action never really grabbed me. Average.

I really enjoy playing racing games but unfortunately this one just doesn't hold my interest. The constant overhead display with an annoying split screen is the real turn off because you can't see what's coming up. The amount of options is nice but other than that, it's just a simple racing game without much flair.

This is not one of the better racing carts for the Super NES. The graphics are OK and there are tons of options and special features to please the racing fan. The game play is lacking in the control department and having a split screen for the one-player mode is weak. The game ends up being another average racer.

One of the things I really like about Battle Grand Prix is the numerous option settings. You can customize this game like no other racing game before it, and choose from several different types of races and courses. What's wrong? The perspective stinks. All turns are blind turns, and without some control, forget it.

Dream Probe

Super NES	Renovation
Action/Adventure	Now
6 Levels	8 Meg



Imagine all your worst dreams coming true! That's exactly what Renovation has in store for you in Dream Probe.

A young girl is trapped in science invention: a dream machine. You, a prominent U.S. scientist must go in to save her. Battle her most heinous dreams set inside a futuristic city filled with cybernetic creatures. Master 10 weapons and choose a difficulty setting challenging for you!

Although DP boasts some interesting effects, there really isn't anything mind-blowing here. You get your standard scrolling hack-and-slash served up in a package that isn't bad, just kind of weird. The action never really heats up and the linear style of play was a little too easy and repetitive for my tastes.

I was really expecting more from Dream Probe. There is a good variety in the levels with plenty of nice scenery to look at, but when you play the game you find the power-ups are rather mild and the bosses slow down the game too much. The music seems a bit repetitive and the sounds just don't grab you.

Dream Probe looks and plays like an imitation of the Valis series. The graphics are above average at times, but the overall look is thin. The main character is choppy and the power-ups are unimpressive. Some of the bosses are big, but there is a lot of slow-down. Overall just an average game.

At first glance, Dream Probe sounds interesting, and the graphics seem calm and pleasant. Once you get into the game, the constant flickering and slow-down get very annoying, and the music never changes between levels! The action moves too slow, and you can power up so easily that the challenge just isn't there.

The Lost Vikings

Super NES	Interplay
Puzzle	Now
35+ Levels	8 Meg



Sound asleep, three Vikings are suddenly pulled from their beds by a spaceship! And so begins the story of The Lost Vikings, Interplay's unique puzzler for the Super NES.

The Scandinavian trio must escape from their alien abductors and get back to their homeland. But first, they'll have to make it through a maze of traps to reach gates which may (or may not) warp them home. Test your manhood with the Vikings!

Although credit must be given to The Lost Vikings creators for dishing out a solid package of superior visual and audio enhancements, the game play didn't turn me on. I liked the twists that The Vikings put on the run-of-the-mill puzzlers, but having to pilot all three heroes to the exit individually quickly became redundant.

Another excellent job from Interplay! Once you play you're greeted with excellent soundtracks with plenty of bass! The puzzles get very difficult but are never very frustrating. The Viking characters have their own personalities complete with comical antics. This game is a definite must-get!

Interplay came up with a unique way of blending action and puzzle games and has a winner on their hands. Great graphics and excellent sound support are only the beginning of this superb cart. The game play is filled with difficult but interesting puzzles! Some of the levels are huge and require tons of maneuvers.

The Lost Vikings?? From the sound of the title, it would appear that you're in for a boring game. Actually, The Lost Vikings is one of the best Super NES puzzle/action games I've seen in a while. The music is awesome!!! The graphics and animation are excellent, and the challenge is right on target. Get this before it's gone!

Blow 'em Away With The Touch Of A Button!

AVAILABLE AT

SEARS FUNTRONICS



Variable slow motion
What did you expect?

Independent auto-fire
Of course! One-auto-fire button controls all fire buttons.

LCD screen
Aids with programming and displays each move.

LIMITED EDITION certificate -
each one numbered and signed by the designer.



Casing
6 pounds of solid steel - the most durable joystick around!



Real arcade fire buttons
Plastic ones just can't compete!

Action Programming buttons
Up to 6 different moves at one time!



QJ badge
Wear the badge of a true fighter - no one can beat you now!

PROGRAMMABILITY

The games are only going to get tougher. You need a real fighter on your side. And now you have one. Introducing the limited edition Top Fighter by STD, the world's first fully programmable joystick for Super NES. Just program the tough power moves into one fire button and blow away the opposition. Imagine executing a Sumo Head Butt with the touch of a button. The bosses don't stand a chance!

REAL TIME

In the heat of battle, timing is crucial. And sometimes things don't work the way you want them to. The Top Fighter puts time on your side with REAL TIME. This hot, new feature allows you to program a move into memory with the exact sequence you want and the timing you need. You decide how and when to use your best skills to destroy the enemy.

The Top Fighter - the way to program power.

*Terms used in association with Street Fighter II™ were originated by Capcom USA.
*Street Fighter II™ is a registered trademark of Capcom USA.

STD

STD Entertainment (USA), Inc.
110 Lakefront Drive • Hunt Valley, MD 21030
TEL: 410-785-5661 • FAX: 410-785-5725

Super NES	Accolade

Bubsy

Action	Now
16+ Levels	16 Meg



Bubsy the Bobcat is prowling onto the Super NES with help from his friends at Accolade.

Journey throughout four worlds to pick up as many yarn balls as you can but beware of the evil Woolies! These nasty yarn balls could mean the destruction of the world, not to mention you! You'll encounter many obstacles, like the flying fish; you look very munchable to them! Have a ball - a yarn ball, that is!

Dan

While I enjoyed the detail in Bubsy, the play mechanics and lack of a diversified technique to learn and master brought this cart down a couple of points. All the elements are here, but a lot of the finesse that similar games demand just isn't found here. The levels are long, however, and the game does have its moments.

Sushi-X

The year of the bobcat? After playing this cart I can truly say that this game is terrific! Bubsy's tons of animations really add a humorous side to the game and his voice before each level is also funny. The level effects are great with colorful graphics and many hidden areas to find. What more could you ask for?

Ed

Bubsy is an excellent new action cart for the Super NES! The graphics are really impressive and the parallax scrolling in some of the levels is awesome. The music is really good, too. The levels are huge and there are plenty of secret rooms to look for. The game gets a little repetitive and the bosses are very weak.

Scary Larry

Poor Bubsy lost his Yarn Balls. After several hours of intense game play, I've come to the conclusion that the antics of Bubsy way overshadow the game itself. The characters are cute, the animations are wonderful, but the game gets lost amid Bubsy's great death scenes and comic actions. Almost a 9, but not quite.

Genesis	Sega

Cool Spot

Action	Now
12+ Levels	8 Meg



You've got a Spot on your Genesis! Cool Spot by Virgin combines action and attitude to create one of the coolest games yet!

Spot is in pursuit of his kidnapped friends. Only this sud-shooting spot can save them. You will travel from the beach loaded with crabs to the inner workings of a wall infested with mice! Watch Spot's life meter: it will show you how much he can take! Stick around to see if Spot can do it!

Dan

Cool Spot is a right-on-target action winner from Virgin! This game is filled with some great sights and sounds, and the interaction and control are tweaked just right to deliver good response and open up a host of special techniques. The personality in the Spot characters is captured perfectly and the game is a lot of fun!

Sushi-X

Cool Spot is one of those licensees that you knew could become a great game! The levels are all spectacular with nice scenery and music to complement the action. Spot's many features like shooting soda bubbles and speaking in a squeaky voice are nice touches. So don your shades and grab a soda, this one is great!

Ed

Cool Spot ends up being one of the most enjoyable carts to hit the Genesis in a while. The graphics are cute and the animation of Spot is great. The music and sounds are fitting and leaving the controls alone has never been so much fun. The game does get repetitive however, but Spot keeps his cool to the end.

Scary Larry

Kids across America are going to be clamoring for this hot Spot! Somehow, Sega manages to squeak in the cutest character to ever hit the TV airwaves, add tons of intricate graphic details, plenty of techniques, and a sense of humor! Cool Spot is the coolest spot around town, and this is one license that didn't get away!

Genesis	Electronic Arts

Mutant League Football

Sports	May
N/A	8 Meg



Don't like to play by the rules? Mutant League Football by Electronic Arts is for you! If you think a call wasn't fair, kill the referee!

You have 19 teams to choose from and have 19 stadiums to play in. Even if you select the best team, there are flaming pits and land mines to run interference.

Play against the computer or challenge a "friend" for an all-out pigskin mutant brawl!

Dan

Although I appreciate the premise of this game (I like the way it expands the limits of normal football), the play mechanics are stolen from the Madden games and the program enhancements that build up the alien theme seem to bog it down. The graphics are good, but kinda messed-up. Not bad, but could have been better.

Sushi-X

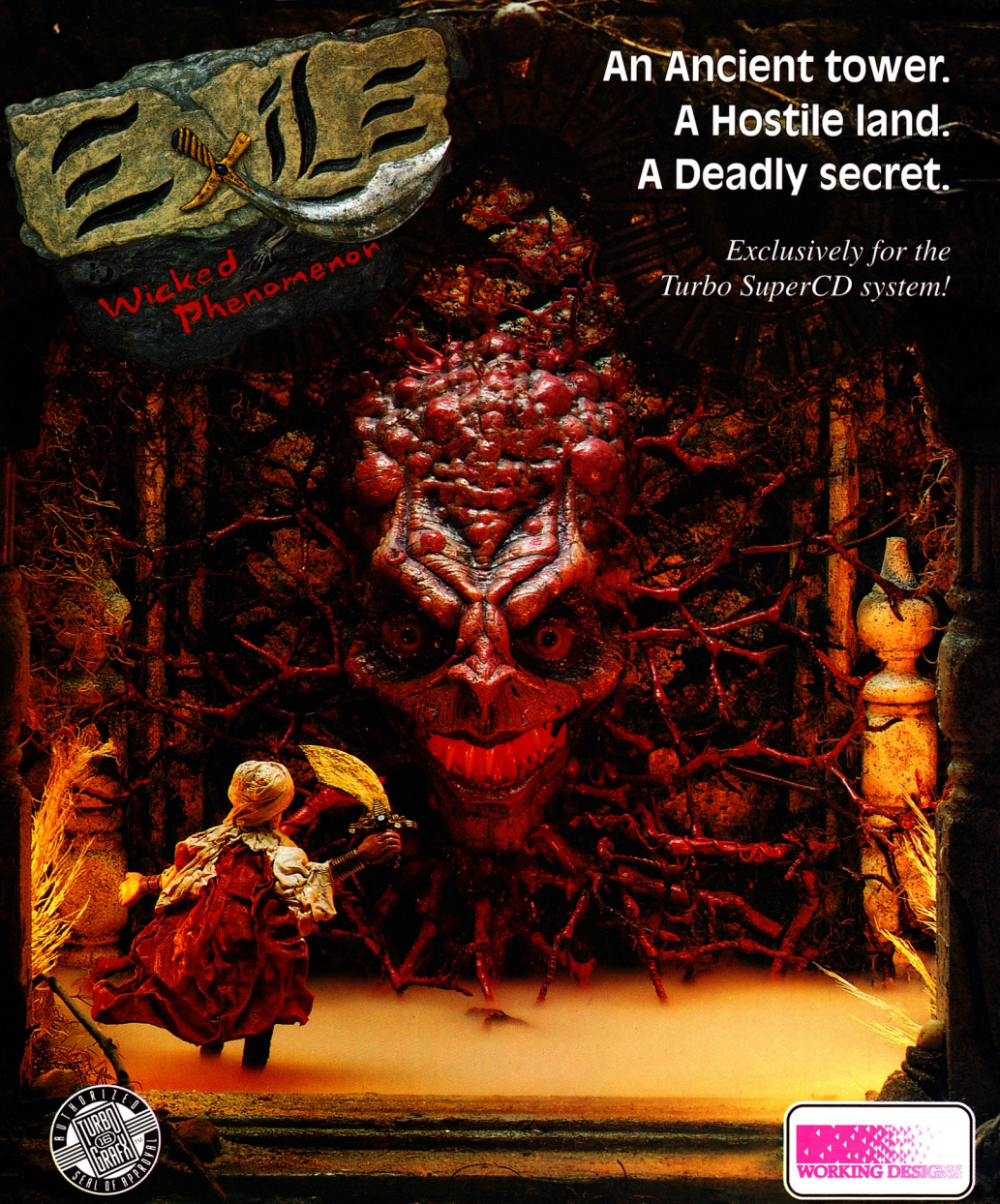
Cross a bunch of brainless mutants with the skills of football players and what do you get? A fun game with action like you've never seen before. Killer plays like bashing the referee and killing opponents are just part of the fun! The play book is huge and contains some really unique ones. More fun with two players.

Ed

This game could have been cool, if more emphasis was placed on the game play and less on the thrills. After you take out the ref a few times and witness a few gory plays, these effects wear thin. You are left with a choppy, average-playing sports game that resembles football. The game is more fun with two players.

Scary Larry

What can I say? Mutant League Football has all the things you wish you could see in Madden Football, but know you'd never see. You've got to laugh when your whole team runs over and destroys the referee! Is it wrong? The coach is a sight to see, and though the play is a little choppy, the overall fun factor is excellent!



TurboGrafx is a registered trademark of NEC Technologies, Inc. ©1992 Telenet Japan Co., LTD. "Exile" is a registered trademark of Telenet Japan Co., LTD. Licensed from Telenet Japan Co., LTD by Working Designs, 18135 Clear Creek Road, Redding, CA 96001. Tell your friends about us, won't you? For a dealer near you, call (916) 243-3417 ext. 190.

Genesis	Sega

X-Men

Action	Now
7 Levels	8 Meg



Sega brings the X-Men to the Genesis. This translation from comic book to video game preserves all the great action of the X-Men.

Trapped by Magneto in the Danger Room, Cyclops, Wolverine, Gambit and Nightcrawler attempt to destroy him and his evil group of mutants. Watch out for Juggernaut!

Fight Magneto yourself, or double team him with a friend. All 7 levels are from the comic! Good luck!

Dan Hsu

The X-Men is a cool license but this game manages only to capture the powers and skills of the best of the bunch, with little innovation along the way. The interaction is a bit jerky; for a comics-based title there should've been more emphasis on fluidity. The game play is straightforward stuff replayed with different characters.

Sushi-X

Sure, the X-Men comic series is still one of the most popular, but this game is not a fantastic effort. I wish there were more characters to choose from. The music and sounds are simply repeated noises from other Sega games. Yes, there is a lot of technique to the game and that's the real strong point.

Ed Semrad

I was not impressed by this cart very much. The graphics are mediocre and animation leaves much to be desired. The sound support is weak at best. The switching of the X-Men characters during the game is cool and the variety of special moves are also welcome. The game is very choppy and the control needs work.

Crispin Boyer

This is the type of game I must have. X-Men is loaded with more techniques than your average no-brainer side-scroller. The ability to switch between my favorite comic action heroes during play is a welcome bonus! Each player's abilities closely reflect the comic's descriptions, right down to the walking and jumping!

Sega CD	Sega

After Burner III

Action	4th Qtr. '93
12+ Levels	CD-ROM



Burn up the sky in Sega's After Burner III! Strapped in a F-14 Tomcat, you're in for some serious maneuvering and bombing!

Your targets are aerial and surface originating. The Vulcan machine gun and missiles are your only forms of offensive action. The After Burner will give you an extra thrust of speed. View the ongoing battle from the cockpit or the rear of the plane and lock onto those enemies!

Dan Hsu

This is one of those products that just begs to be done on the CD. Imagine the cool jet plane sounds, rocket effects, and thumping-to-the-destruction music. Imagine the first-person scaling and in-your-face enemy fighters. Imagine an After Burner that doesn't even get half-way in both departments. A disappointment.

Sushi-X

After Burner was one of the best simulators in the arcades and this one is a valiant effort. Although the music is somewhat tame compared to the After Burner II, it's not a bad effort. There is plenty of things to shoot and the weapons are okay, but I really would have expected more from a CD game.

Ed Semrad

If Sega is going lure players away from the Super NES games as good as Star-Fox, they'll have to do better than this. The music is good but even the opening animations are unimpressive, with minor scaling and rotation. The game play needs some work. The best feature is when it scales into the cockpit.

Crispin Boyer

Wow! I used to be hooked to After Burner in the arcades, and now I'm finding myself wishing I had a flight stick to really get the feel of banking in and out of those treacherous turns! After Burner has long been the forefather to arcade dogfighting, and After Burner III is no exception. This is a welcome addition to my Sega CD lineup.

Sega CD	Sony Imagesoft

Make Your Own Music Video: C+C

Entertainment	May
N/A	CD-Rom



C+C meets the Sega CD in Sony Imagesoft's Make Your Own Music Video. The newest edition to the M.Y.O.M.V. library is a smash!

Choose from Gonna Make You Sweat to Things That Make You Go HMMM. There are 3 different frames of footage to select from. You may also create 16 types of video effects on the footage you choose. Judges will let you know how your video rates. Here we go, Let's rock 'n' roll!

Dan Hsu

I really despise these so-called "games." You watch a bunch of footage while the song plays. Then you hear the song again and see the video. Since there's little to this title besides music, I have to review the band. I hate C+C. Please, enough with the torture. I still have "I missed the bus" ringing in my head...

Sushi-X

The music video idea seemed really cool when the first CD hit, but now it seems that it's getting old. The same film footage for the videos is always being reused and the video effects seem weak now. But, C+C is a good group and for those who really enjoy their music and don't mind stock footage, then this game will please.

Ed Semrad

While this type of game shows off the Sega CD's ability to produce full motion video effortlessly, there's not too much of a game here. If you happen to enjoy his group than this may be of interest. The acting is very low budget and it is almost impossible to win the judge's favor. If you want to crank some tunes, then go for it.

Crispin Boyer

Oh well, I suppose I would recommend this CD if you like C+C Music Factory, and you don't mind not ever winning a game. The music is excellent, the video footage is funny, but the game? What game? This CD would have done better if they didn't try to integrate a game into a great video editor. Wise up, folks!

TWO POWERFUL BROTHERS, TWO DEADLY ARMIES, ONE SURVIVOR.

VASTEEL

1 OR 2 PLAYERS!
ARCADE ACTION!
INTENSE STRATEGY!

A GAMING EXPERIENCE ONLY POSSIBLE ON CD.

TURBO-CD, THAT IS.









AUTHORIZED TURBOGRAFX SEAL OF APPROVAL

WORKING DESIGNS

TURBOGRAFX IS A REGISTERED TRADEMARK OF NEC TECHNOLOGIES, INC. (C) 1992, 93 HUMAN CORPORATION. WORKING DESIGNS. VASTEEL IS A REGISTERED TRADEMARK OF HUMAN CORPORATION. LICENSED FROM HUMAN CORPORATION AND CONVERTED BY WORKING DESIGNS. 18135 CLEAR CREEK ROAD. REDDING, CA 96001. FOR A DEALER NEAR YOU, CALL (916) 243-3417 EXT. 190. WE'VE ALWAYS WONDERED WHAT KIND OF PEOPLE TOOK THE TIME TO READ THIS NONSENSE. NOW WE KNOW.

Magical Chase

Duo | Hudson/T.T.I.

Action	Now
6 Levels	4 Meg



Hudson and T.T.I. have teamed up to mesmerize you with Magical Chase for the Duo!

As a broom-carrying witch, you are in search of an evil wizard. Collect money to buy items that will give you extra speed and longer lives. Don't forget to stop at the weapon shop; six forms of witch artillery await you. Encounter prickly porcupines, giant teddy bears and many other enemies. Conjure up some crafty spells!

This is a decent shooter with a really strange premise and background. Although you're operating without photons and shields, the quality and pace of the blaster action is up-to-par with the majority of the titles on the market. Magical Chase doesn't break any new ground, but it does offer up a nice battle.

The idea of a witch riding a broom is a nice change from the overused 'ship in space.' There is plenty of technique and the ability to buy power-ups at the store is really nice. The music is great for a chip game and this one won't bore you after a couple of tries. A definite winner for people of all ages.

Another really good shooter for the Duo from the folks at Hudson! The game is very cutesy and some of the enemies are downright bizarre. Good graphics and sounds backed up by solid game play with lots of technique. If you like shooters and are tired of the same old outer space theme, then this card is sure to please.

Magical Chase could just as easily been called Lords of Thunder SD! It plays extremely well for a cartoony game, and the enemies are, at times, very funny. This is the Paradious of the Thunder series, and will entertain kids of all ages. Any devoted Lords of Thunder fan will probably want to get this game.

Riot Zone

Duo | T.T.I.

Fighting	October
5 Levels	Super CD



Beat the streets in Riot Zone! This new fighting cart from T.T.I. packs a mean punch.

A bullish crime syndicate has taken over your city and your girlfriend. As Hawk, you will use your deadly judo skills and other special attack moves to defeat your foes. If you need backup, Tony, the punk wrestler, will pound some skulls. Eat food icons for needed life! Kick it in the Riot Zone and reclaim your city!

Here we have that occasional CD stumble: great music with little game play. In a world filled with SF2 and its clones, T.T.I. must do better than games like Riot Zone, which is basically a punch-and-kick back to the past. Little technique is to be found and, despite adequate graphics, this CD title was a let-down.

What looks to be in the same genre as Final Fight, Riot Zone just doesn't offer much more than kicking and punching. The enemies get repetitive at times and the sound effects can get annoying, too. The music is fantastic but it doesn't make Riot Zone a great game. It seems a bit too late for its time.

This could have been a great game for the Duo, but so-so game play and choppy graphics keep it down. The game is devoid of any real technique and proves to be as repetitive and tedious as a fighting game can be. If you choose the punk rocker, he walks like there's a stone stuck in his shoe. Great music, but poor game.

I realize that Riot Zone is a CD game, but while playing it, I came to the distinct realization that if the sound was turned off, I couldn't tell. The music is great, with rocking guitars and bass, but the game itself is very slow and choppy. I didn't like the control at all, and overall, the game is too simple! If you want technique, no dice.

Duck Tales 2

Nintendo | Capcom

Action	Now
6 Levels	2 Meg



Scrooged again! Capcom brings the quacky Duck Tales 2 to the NES for loads of fun!

Scrooge McDuck is off on another wild adventure. Help him find lost treasures around the globe, including the hidden world of Atlantis. Brandishing only his trusty cane, McDuck must climb, hang, hit, jump and pogo. Each world holds a boss to tackle along with many treasures to find! Bills up, go get that treasure!

Capcom scores another Disney hit with DT2. Following up on their other entries into this field, DT2 gives you control over the required Disney character in another contest against nasties in a Mega Man-style universe. The action has a nice pace and the graphics are rendered well for an 8-Bitter. An all-around good time.

Alright! Duck Tales 2 is enough to make you want to dig out your NES again. The game play is wonderfully smooth for a NES game. The game has colorful graphics and has challenging puzzles to solve. The music isn't very annoying either. It may seem a bit tough for the smaller tykes, but makes a great game otherwise.

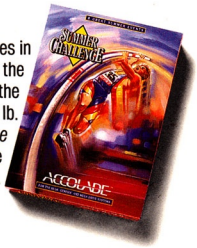
Duck Tales 2 is a great example that 16-Bit graphics and high Meg counts are not necessary for a great game. The game play is filled with techniques, some old and some new. There are plenty of mysteries to solve and hidden levels to find. The graphics are cute, sound is bearable, and the game play is excellent.

Hey! Who said third-party companies should make games that justify holding on to your NES anyway? Duck Tales 2 is one of those fun games with innovative techniques, cute graphics, and surprisingly fitting music. Just when you thought the NES was dead, leave it to Capcom to revive it once more! Sheesh!

Hurl for your country.



Summer Challenge™ for the Sega® Genesis® pits you against the world's greatest athletes in eight gut wrenching events. Hurl the javelin. Kick butt in a kayak. Haul bananas in the hurdles. Totally sky in the pole vault. Sprint and spring in the high jump. Leg it out to the max cycling. Fire arrows with amazing accuracy in archery. Then try to handle a 1200 lb. horsey in the equestrian event. Play by yourself or at a party, *Summer Challenge* allows up to 10 players to compete for the gold, silver or bronze. Take the *Summer Challenge*. It's the only sports game tough enough to make you hurl.



ACCOLADE™
GAMES WITH PERSONALITY.

Neither Accolade nor this product is associated with, or authorized by, the International Olympic Committee, The United States Olympic Committee or any similar organization for any other country.
Sega and Genesis are trademarks owned by Sega Enterprises, Ltd. Accolade, Inc. is neither affiliated with, nor a licensee of Sega Enterprises, Ltd. or any of its affiliates.
Summer Challenge is a trademark of Accolade, Inc. © 1993 Accolade, Inc.

Neo•Geo	SNK
Super Side Kicks	
Sports	Now
N/A	54 Meg



Go head-to-head or foot-to-foot with the country of your choice in SNK's Super Side Kicks.

If soccer is your game, then check out this rough (and sometimes bloody) version of the sport. Varying weather conditions make the game more interesting; if it's raining, you and your teammates will slide all over the field, knocking into each other! The action is fast and furious, so polish up your cleats to win!

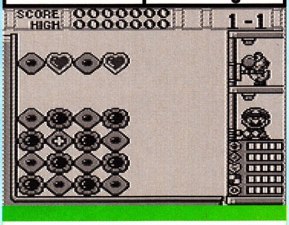
Even if you're not a fan of soccer, this game has an endearing and addictive quality to it. Employing a simplified control mechanism that can be enhanced with special maneuvers (and quick feet), this game does the Neo proud with stunning graphics, great voice and sound support, and continuous interaction.

Neo•Geo sports games seemed to have more show than go, but Super Side Kicks can really go! The graphics are wonderfully done, the sounds are incredible and the game is just plain fun. As a one-player game it's very tough, but as a two-player game it really shines. This is a game for all soccer fans to check out!

Super Side Kicks is a great looking and great sounding sports title. The players are animated well and the voice is great. The game play is very simple and easy to get used to. The action can get very intense and the computer is extremely cheap at times. Try playing against another player for the most fun.

I am a devoted soccer fan, and I was quite pleased to see this game make it to the Neo•Geo. It is not perfect by any means, but with so few soccer games on the market to compare it to, it comes out on top. The graphics are well-drawn and the music is decent. If you are a hardcore Neo•Geo owner, you'll like it.

GameBoy	Nintendo
Yoshi's Cookie	
Puzzle	June
99 Levels	1 Meg



Start cooking! That's what you'll be doing in Yoshi's Cookie, the new GameBoy puzzler from Nintendo.

Riding on the success of his first game, Yoshi is back with the help of Mario, of course. It is your job to put five kinds of cookies in their proper rows (all the same kind in each row). Score big when you make a large row of goodies which are cleared for points. The object is simple: get the most cookies out of your batch!

For a puzzle game, the latest offering by Nintendo is an interesting diversion. While it tries hard not to be like Tetris, you can't help but end up with a bad case of deja vu, albeit a somewhat enjoyable episode. This game is not going to set the world on fire but should do well at addressing the masses starved for yet another Tetris.

Portable puzzle games have really offered nothing new lately. Once you get used to weird play, Yoshi's Cookie is an interesting idea that really keep you glued to it for hours. Tetris was always a favorite but the little green dinosaur may be taking over. Linking up with another player is still the best.

Yet another interesting puzzle game from the minds at Nintendo. The concept is a little hard to follow at first, but after a couple of plays, you'll be setting up cookies for massive points. The game has a whole different feel than Tetris, but fans of portable puzzlers should take interest. A fun and addicting time waster.

Maybe Nintendo finally realizes that this is the type of game that really works on the GameBoy! Puzzle games like Yoshi's Cookie are perfect for the tiny unit, and the addiction factor is high. It may not be Tetris, but the new twists are good enough to keep the player's interest. How many falling-shapes games will we see?

Game Gear	Virgin
Double Dragon	
Fighting	May
N/A	2 Meg



Flex your muscles for the original of the fighting games . Virgin brings Double Dragon kicking and punching to Game Gear.

Billy and Jimmy Lee must rescue the beautiful Marion from the evil Abobo brothers. These guys have the muscles to do it! Use attack moves like kicking, punching and throwing to annihilate your opponents. Set in futuristic cities, Double Dragon will knock you out!

The visuals of this game are strong - duplicating the original title's animated feel. Unfortunately, despite the fact that the programmers have the 1987 look down pat, the game play on this classic kicker is weak, with the lack of complex techniques screaming out at every encounter. Not bad, but definitely dated.

Fighting games are relatively new to the Game Gear and this is a pretty good addition. While there isn't much variety in the moves, there is still plenty of thugs to beat up. The 8-Bit tunes were actually catchy but the overall execution of the game could be better. Still, it's not a bad game for fighting on the go!

I would have liked to have seen better graphics and game control. The game looks pretty good for the small screen and the music is decent, too. The game play features a variety of moves and weapons, but getting them to connect with an enemy is the tricky part. If the game wasn't so choppy it could fare well.

Double Dragon is a fairly decent game for the small screen, but it is hard to see exactly what is going on sometimes. I would have liked to see more technique built into this classic game, since all I had to do was punch, punch, punch, punch, punch. Overall, Double Dragon is a good fighting game if you're on the move.

QUARTERMANN'S

Q-LETTER

FOR EGM SUBSCRIBERS ONLY!

The Q-Mann Has the Soft Touch...

...Boy does the Quartermann feel refreshed! Some great gossip in this month's EGM, a killer column in the new comic book mag, HERO, and a special voice to the real power behind the success of EGM - you, the faithful subscribers who know a good thing when you see it! Yours truly has packed some miles recently - all on your behalf! While you may have read about some of the softs looming around the corner on the "Gaming Gossip" page, I thought the wealth of knowledge and insight sloshing around in my noggin' would be perfect for my second Q-Letter...

...Star Wars games are becoming a hot trend, with a variety of different packages set for all the major systems. Top on the list is "Rebel Assault" by JVC for the Sega CD. This game is going to be a CD blockbuster, with tons of digitized footage from the movies and incredibly fast action. Similar in style to the X-Wing computer simulation, this game will focus on the Death Star attack, serving up a stomach-churning ride through the trenches of the Empire's ultimate battle station. This game will also boast a bevy of techno-innovations, including new data compression techniques and better color selection. Don't start looking on the shelves until late this year or early in '94...Lucas is set to release "Super Empire Strikes Back", the 16-Bit follow-up to last year's superb action entry, later this year. The game follows the storyline of the movie, with incredible 'Mode 7' effects (including 3-D terrain), the introduction of 'The Force' (invincibility), as well as a new 'Super Force' that allows Luke to throw his lightsaber and control its movements. You'll also be able to accomplish new techniques like a double-jump (a la Ghouls and Ghosts)...Software Toolworks will be lifting their own Star Wars lid with "Star Wars Battle Chess", a unique twist on the typical chess theme. Instead of kings, queens and pawns, Toolworks is serving up Lukes, Leias and 'droids...

...Electronic Arts is planning to kick into overdrive on their new line of "Mutant League" titles. Following hot on the heels of "Mutant League Football" comes "Mutant League Hockey", "Mutant League Football 2", and "Mutant Speed Demons". All three of these 16-Meg monsters will hit many moons from now, with Hockey joining the line-up by Christmas and Football 2 and Speed Demons both seeing light in early '94...ASCII is considering a move into CD games with a property called Steel Diver. The corp.'s big plans for '93, however, revolve around a fleet-footed fox that bears a smashing resemblance to Necky the Fox, the curious canine that graces the covers of ASCII's Japanese video game mag, Famicom Tsushin...

...Look for Software Toolworks to put their faith in Mario-madness! The company plans to bookend their "Mario is Missing" game with five new titles that address themes like geography, history, math, early learning, and reading. The folks at Toolworks are also diving into 3DO in a big way, with a new shaded-polygon programming routine that will be used to enhance their first title on that machine called "Cyber Race". Also look for a Super NES and Gameboy version of "Captain America", a Super NES copy of "Wing Commander Secret Missions" due in October, and an Al Unser racing game for the Super NES and Genesis hitting next February..."Star Trek: The Next Generation" will warp onto both the Super NES and Genesis (both clocking in at 12-Meg), as well as a CD adaptation that will be loaded with the usual goodies...

...Terry Aki has just flown in from Japan with an assortment of news that's sure to please! Irem is currently laboring on a 16-Meg version of R-Type tentatively called, now here's a stretch, "R-Type 3" for the Super Famicom. Also keep your eyes peeled for pix of a new racing game rumored to be under development at Nintendo that will use the Super FX chip! The title? F-Zero 2!

- QUARTERMANN

QUARTERMANN'S "TOP TEN REASONS WHY CAPCOM INTRODUCED SF2-CE"

...Sure, the Q-Mann has been saying it all along, but would you listen? Whether you had Q-Faith or not, Capcom has signed onto Sega and SF2-CE is right around the corner. But did you know the desicion to intro CE on Sega was more than just fun and games???

10. Capcom was heeding Clinton's call for new investment.
9. Capcom wanted to make a splash in Sega and they didn't feel Capcom Bowling would cut the mustard.
8. Capcom President wanted saucy new sports car.
7. The programmers just couldn't get the extra World Warriors into the 16-Meg Super NES version. No, really, they couldn't do it.
6. That Blanka character started copping an attitude and asking for more royalties.
5. Capcom didn't want to face the riotous masses that would have gathered at their CES booth had it been debuted on the Super NES.
4. Insect politics.
3. Capcom knew the Neo-Geo clones would start cutting into their market-share.
2. Capcom wanted to make sure that Sega used the Q-Sound (man I love that name) system in all their new games (just don't tell 'em that Capcom owns part of that company!!!).
1. Capcom wanted to have five more EGM covers for 1993.

THE Q-MANN REVIEWS...
BUBSY

A lot has been made of this action game featuring a new franchise created by the marketing firm of Accolade Inc. While the strength of the character seems pretty solid (it's still a rumor, but a TV show is supposedly just around the corner), the game is a bit different story.

While the graphics and sounds of this fast feline adventure are well done, it's the subtle points which could and probably should have been done better. The control suffers the most, with sluggish manipulation in certain encounters and an overall lack of spontaneity in the way the nasties enter the picture.

Bubsy does have many merits, including a crisp look and large levels, but the lack of small differences in technique are what separate it from the big boys, Sonic and Mario.

THE Q-MANN REVIEWS...
COOL SPOT

Here's the kind of all-out action that yours truly can really appreciate. In Virgin's latest Genesis title, you assume the identity of one of those 7-Up dots from the commercials. Unlike the first game, however, which tried to be more of a puzzler, this game is all-action from start to finish, with great visual FX and animation that is really cool.

Sure it boasts some of the features that have made similar carts shine, but Cool Spot does it with more style, and interaction that makes up for some of the problems the equally-intensive Global Gladiators suffered from.

This game is also a great cart to show off just how good the Genesis can really be when there's a programmer who really is out to make something great. Cool Spot is a winner with quality and class from beginning to end.

THE Q-MANN PREVIEWS...
TOTAL CARNAGE

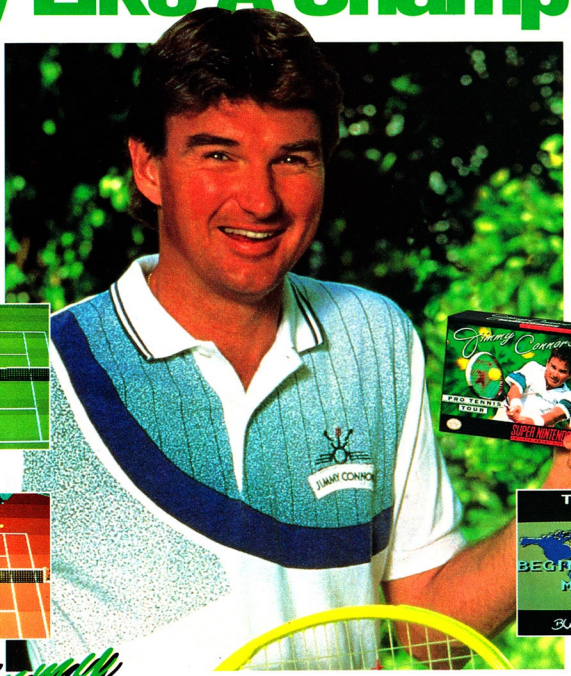
While it's tough to judge this zippy little shooter (face it, it's only 20% done) today, the graphics and interaction are shaping up to make one of the best shoot-out sequels in recent memory.

The sequel to the coin-op sensation, Smash TV, Total Carnage boasts a testosterone level way above your average blast-a-thons. Strap yourself into your seats for a scrolling blow-out featuring combo play, tons of painful weapons, and huge (no, let me say this correctly), I mean HUGE on-screen characters. Toss in a few incinerated soldiers and babes in bikinis and you get a battlefield that stands head-and-shoulders above the others. There's even an electric chair sequence!

The Q-Mann will keep you posted on this super soft, with some pix just for you in the next issue of EGM.

Play Like A Champion!

SUPER NINTENDO ENTERTAINMENT SYSTEM



"This is the most realistic tennis game I've ever played!"

Jimmy Connors

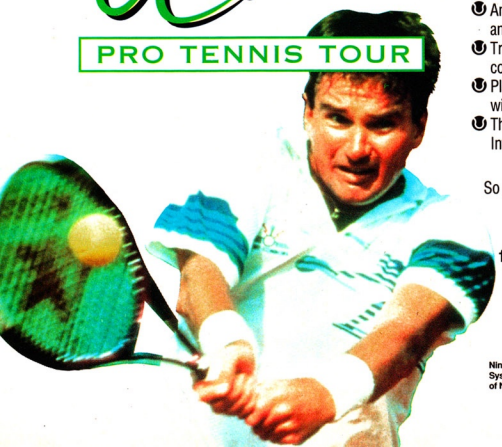






Jimmy Connors

PRO TENNIS TOUR



You Have Total Control!

Strategy

- Choose what tournaments you want to play in
- Analyze your opponents strengths and weaknesses
- Train with your choice of 5 coaches
- Plan your every shot and execute it with finesse
- Three skill levels: Amateur, Intermediate, Professional

Realism

- Play on 6 Court Surfaces: Grass, Hard, Clay, Indoor, Desert, Antarctic
- You are Jimmy Connors or one of 16 other professional tennis players
- Game automatically saves stats, winnings and rankings
- Play singles or doubles, against friends or the computer
- Any type of shot can be executed (lob, overhead smash, slice...)

Password feature allows you to continue where you left off.

So step on out to Center Court and show them what you're made of, it's your turn to play like a champion!

Available soon for Game Boy and the Nintendo Entertainment System!

Available now for the IBM PC.

Nintendo, Game Boy, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America

UBI SOFT

Published by UBI Soft, Inc. © 1992
1505 Bridgeway, Suite 105
Sausalito, CA 94965
(415) 332-8749
Developed by Blue Byte
Jimmy Connors photos by Duomo
© Duomo 1991

ELECTRONIC GAMING MONTHLY

NINTENDO

Duck Tales 2
Action	Capcom

Kid Klown in Nightmare World
Action	Kemco

Kirby's Adventure
Action	Nintendo

Super Turrican
Action	Seika

Casino Kid 2
Simulation	Sofel

Wayne's World
Action	THQ

Jimmy Connors Pro Tennis Tour
Sports	UBI Soft



Color a Dinosaur
Edutainment	Virgin

SUPERNES

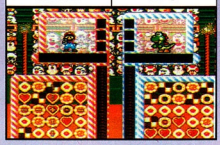
Super High Impact
Action	Acclaim

Mechwarrior
Action	Activision



Toxic Crusaders
Action	Bandai

Yoshi's Cookie
Action	BPS

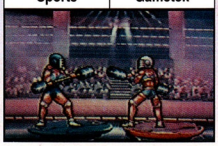


Super Ninja Boy
Action	Culture Brain

Congo's Caper
Action	Data East



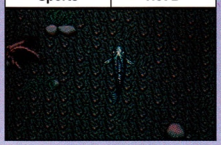
American Gladiators
Sports	Gametek



Where in the World is Carmen San Diego?
Edutainment	HiTech



Super Black Bass
Sports	Hot B



Operation Logic Bomb
Action	Jaleco

First Samurai
Action	Kemco



Batman Returns
Action	Konami

Cybernator
Action	Konami



Super Turrican
Shooter	Seika



Taz-mania
Action	Sunsoft



Blues Brothers
Action	Titus

Super Caesars Palace
Simulation	Virgin

GENESIS

Toys
Action	Absolute

Amazing Tennis
Sports	Absolute



Jack Nicklaus Power Challenge Golf
Sports	Accolade

Summer Challenge
Sports	Accolade

Fantastic Adventure of Dizzy
Action	Camerica

Mutant League Football
Sports	Electronic Arts

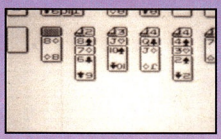
Humans
Action	Gametek

American Gladiators
Sports	Gametek

PRESENTS THE GAMES OF MAY 1993... APPEARING IN LOCAL STORES NOW!

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW:
The information below was supplied by each of the individual companies, and is current as of March 16, 1993.

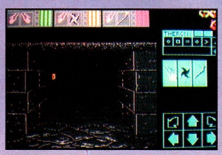




Sherlock Holmes 2

RPG	Sega





Indiana Jones and the Last Crusade

Action	Sega



Wayne's World

Action	THQ

Titus the Fox

Action	Titus



Indiana Jones

Adventure	Sega



Magical Chase

Action	TTI



Blaster Master 2

Action	Sunsoft



Jimmy Connors

Sports	UBI Soft

Indiana Jones and the Last Crusade

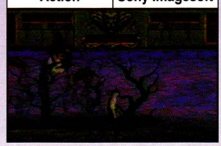
Adventure	UBI Soft

Robin Hood

Adventure	Virgin

Dracula

Action	Sony Imagesoft



Exile: Wicked Phenomenon

Adventure	Working Designs



Wayne's World

Action	THQ

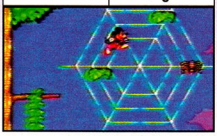
Out of This World

Action/Adventure	Virgin

GAME GEAR

Land of Illusion Starring Mickey Mouse

Action	Sega



DUO

Riot Zone

Action	TTI



NEO GEO

Samurai Showdown

Action	SNK Home

World Heroes 2

Fighter	SNK Home

GAMEBOY

Star Trek

Adventure	Absolute

Ninja Boy 2

Fighter	Culture Brain

Chessmaster

Simulation	HiTech

Four in One Fun Pack

Simulation	Interplay

Double Dragon

Action	Virgin

LYNX

During this month, no new games will be coming out for the Lynx system.

SEGA CD

Dungeon Master

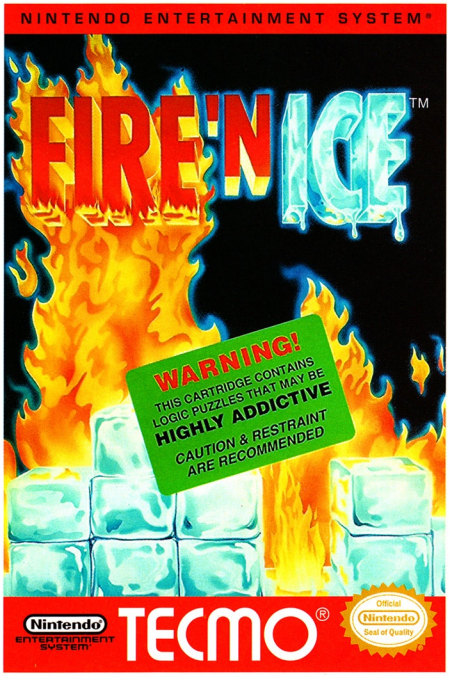
Action	TTI

TECMO® PUZZLES™

IF YOU LIKE PUZZLES & LOGIC, YOU'RE GOING TO LOVE

FIRE 'N ICE™

Fire 'N Ice is a unique new concept in puzzle games. The concept is simple. Drop or push an ice cube onto a flame. It's so simple, it'll drive you crazy! In each world you will have to learn a special technique in order to progress. Use your skill and logic to solve the bonus level in each of the 10 worlds. BEWARE! You might find yourself EXTREMELY HOOKED On This Wildly Addictive Puzzle Game!



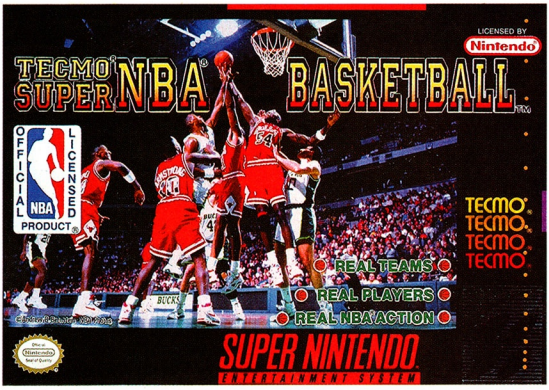
Nintendo® ENTERTAINMENT SYSTEM®

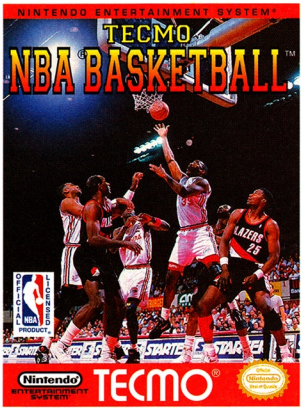
- ***Discover secret challenge rounds***
- ***Save Coolmint Island from the fire monsters***

DON'T LOSE YOUR *COOL!*

TECMO® SPORTS™

ARE YOU READY FOR REAL 5 ON 5 FULL COURT NBA ACTION?





- 1 or 2 player action
- Up to 27 player competition
- All 27 NBA Teams
- Full roster of 324 players
- Full court 5 on 5 action
- Team & player statistics
- Regular, reduced, or short season
- Call offensive plays
- Time-outs and overtime
- Substitution & penalties
- Steals, blocks & penalties
- Back-up battery (season saver)
- Programmable win/loss stats.

Nintendo ENTERTAINMENT SYSTEM®

SUPER NINTENDO ENTERTAINMENT SYSTEM

★ REAL TEAMS ★
★ REAL PLAYERS ★
★ REAL BASKETBALL ★

EGM's Top Tens

Nintendo

1	7 MONTHS	Δ	TECMO/TECMO NBA BASKETBALL
2	7 MONTHS	∇	TECMO/TECMO SUPERBOWL
3	5 MONTHS	Δ	ENIX/DRAGON WARRIOR IV
4	8 MONTHS	∇	NINTENDO/TETRIS
5	7 MONTHS	Δ	NINTENDO/SUPER MARIO BROS. 2
6	1 MONTH	Δ	HOT B/BLACK BASS FISHING
7	8 MONTHS	Δ	KONAMI/TMNT: THE MANHATTAN PROJECT
8	3 MONTHS	∇	NINTENDO/DR. MARIO
9	3 MONTHS	∇	CAPCOM/MEGA MAN 5
10	8 MONTHS	∇	NINTENDO/SUPER MARIO BROS. 3

SuperNES

1	8 MONTHS	Δ	CAPCOM/STREET FIGHTER 2
2	7 MONTHS	Δ	NINTENDO/SUPER MARIO KART
3	2 MONTHS	Δ	JVC/SUPER STAR WARS
4	4 MONTHS	∇	ER/BULLS VS. BLAZERS
5	5 MONTHS	Δ	NINTENDO/NCAA BASKETBALL
6	3 MONTHS	∇	LJN/SPIDER-MAN AND THE X-MEN
7	1 MONTH	Δ	KONAMI/TINY TOONS
8	4 MONTHS	∇	ER/NHLPA HOCKEY '93
9	1 MONTH	Δ	PARKER BROTHERS/MONOPOLY
10	3 MONTHS	∇	CAPCOM/THE MAGICAL QUEST

Genesis

1	1 MONTH	Δ	ER/PGA GOLF II
2	6 MONTHS	-	ER/NHLPA HOCKEY '93
3	2 MONTHS	-	SEGA/ECCO THE DOLPHIN
4	3 MONTHS	-	ER/ROAD RASH 2
5	3 MONTHS	-	SEGA/STREETS OF RAGE 2
6	5 MONTHS	∇	ER/JOHN MADDEN FOOTBALL '93
7	4 MONTHS	∇	SEGA/SONIC THE HEDGEHOG 2
8	1 MONTH	Δ	FLYING EDGE/NBA CHALLENGE
9	2 MONTHS	-	PARKER BROTHERS/MONOPOLY
10	3 MONTHS	Δ	SEGA/WORLD OF ILLUSION

Sega CD

1	2 MONTHS	-	RENOVATION/ROAD AVENGER
2	2 MONTHS	-	SEGA/NIGHT TRAP
3	2 MONTHS	-	SEGA/COBRA COMMAND
4	2 MONTHS	Δ	SONY IMAGESOFT/HOOK
5	2 MONTHS	∇	SONY IMAGESOFT/SEWER SHARK
6	1 MONTH	Δ	JVC/WONDER DOG
7	2 MONTHS	Δ	SEGA/PRINCE OF PERSIA
8	2 MONTHS	∇	BIGNET/BLACK HOLE ASSAULT
9	2 MONTHS	∇	JVC/WOLFCHILD
10	1 MONTH	Δ	SONY IMAGESOFT/CHUCK ROCK

Gameboy

1	4 MONTHS	-	NINTENDO/SUPER MARIO LAND 2
2	8 MONTHS	-	NINTENDO/SUPER MARIO LAND
3	4 MONTHS	-	THQ/THE REN & STIMPY SHOW
4	4 MONTHS	Δ	LJN/NBA ALL-STAR CHALLENGE 2
5	7 MONTHS	Δ	NINTENDO/KIRBY'S DREAM LAND
6	3 MONTHS	∇	NINTENDO/GOLF
7	1 MONTH	Δ	KONAMI/TOP GUN: GUTS AND GLORY
8	8 MONTHS	Δ	NINTENDO/YOSHI
9	5 MONTHS	Δ	NINTENDO/DR. MARIO
10	1 MONTH	Δ	SPECTRUM HOLOBYTE/WORDTRIS

Game Gear

1	3 MONTHS	Δ	SEGA/SONIC THE HEDGEHOG 2
2	2 MONTHS	-	SEGA/TAZ-MANIA
3	3 MONTHS	∇	SEGA/STREETS OF RAGE
4	3 MONTHS	Δ	SEGA/DEFENDERS OF THE OASIS
5	3 MONTHS	Δ	SEGA/THE MAJORS: PRO BASEBALL
6	3 MONTHS	∇	SEGA/BATMAN RETURNS
7	2 MONTHS	∇	SEGA/CHAKAN
8	3 MONTHS	∇	SEGA/LEMMINGS
9	3 MONTHS	-	TENGEN/PRINCE OF PERSIA
10	1 MONTH	Δ	TENGEN/SUPER SPACE INVADERS

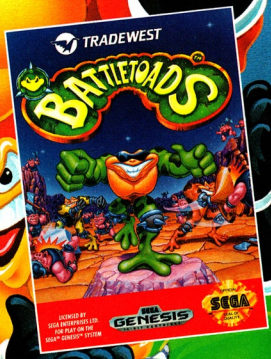
Babbage's
America's Software Headquarters

The information below is provided by Babbage's and is current as of March 3, 1993.

TOADAL WAVE!







TRADEWEST





LOOK FOR THESE GREAT GAMES AT A RETAILER NEAR YOU!





Tradewest, Inc. 2400 S. Hwy. 75, Corsicana, TX 75110

BATTLETOADS TM & © 1991, 1993 Rare Ltd. Licensed to Tradewest, Inc. by Rare Coin-It, Inc. DOUBLE DRAGON is a trademark of Technos Japan Corp. Nintendo, Nintendo Entertainment System, Super Nintendo Entertainment System, Game Boy and the official seals are registered trademarks of Nintendo of America Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises Ltd.

TOP TEN TITLES IN VIDEO GAME SPORTS

John Madden, Electronic Arts, football... need we say more?? Great plays, tons of options, and a great fun-factor all combined to bring you probably the greatest sports title yet! The third installment of this Genesis classic is perhaps even better than its predecessors. Congrats EA!





1. 
JOHN MADDEN '93
Great hits and plays will really have you yelling "touchdown!"

2. 
NCAA BASKETBALL
A scaling and rotation tour-de-force. **He shoots, he scores!!**

3. 
TECMO SUPERBOWL
Perennial 8-Bit favorite. Lots of fun with more than one player.

4. 
BULLS VS. LAKERS
Another excellent sports effort by the folks at EA! Jam it home!!

5. 
NHLPA '93
Fast-paced and rough-and-tumble! Not for the timid!

6. 
HOLE IN ONE
Highly addictive. Play this only if you have a year or so to kill!

7. 
TECMO SUPER NBA
Grrrreat moves! Enough dunks to give Air Jordan vertigo!

8. 

F-ZERO
The epitome of Super NES racing games. Start your engines!

9. 
PGA TOUR
Computer-like interface gives you tons of great control. **Fore!**

10. 
SUPER BOWLING
Bowling?! Yes, bowling. All we can say is, "Try it, you'll like it!"

READERS' TOP TENS

You would think that after all this time, people would be diggin' some newer games... **NOT!!** Capcom's mega-hit is regaining its top spot due to its fantastic play, graphics and highest character recognition since Pac Man! Let's face it everyone, we all love Street Fighter 2!





1. 
STREET FIGHTER 2/SNES
A truly great game! Thanks Capcom, it was worth the wait!

2. 
SONIC 2/GENESIS
A fantastic sequel to a fantastic cart. More fun than a barrel of ...?

3. 
MORTAL KOMBAT/GENESIS
Skeptics of this game were quieted very quickly! Fantabulous!!

4. 
CONTRA 3/SNES
Konami's Super NES installment of the Contra series is a winner!

5. 
DESERT STRIKE/GENESIS
Flying a chopper around the desert was never so much fun!

5. 
AXELAY/SNES
Tie: Konami's cool shooter scored big with wild Mode 7 effects.

7. 
NIGHT TRAP/SEGA CD
Save the girls from the terrible augers. Watch out for the drill!

7. 
TMNT 4/SUPER NES
Tie: The Turtles' Super NES cart ranked highly with our readers.

9. 
STREETS OF RAGE 2/GENESIS
Axel and Blaze are back once again to fight the evil Mr. X.

9. 
MORTAL KOMBAT/SUPER NES
Tie: Fans of the arcade version won't be disappointed by this one!

Please Note That The Editors' Picks Represent EGM's Favorite Games and Not All Titles May Be Available When You Read This. Prototypes Are In Red.

EDITORS'

EGM's Favorite Games!



Nintendo's StarFox



#1	2 MONTHS	Δ

Nintendo's new polygon extravaganza has taken the office by storm. The Super FX chip really makes this cart a blast to play. Incredible graphics and sounds blended with superb game play are the highlights of our favorite game this month. Flashback, Cool Spot and Bubsy are still holding their own.

NAME OF GAME / SYSTEM	RANK	MONTHS	+/-
FLASHBACK / GENESIS	2	4	▪
COOL SPOT / GENESIS	3	3	▽
BUBSY / SUPER NES	4	5	▽
BOMBERMAN '93 / DUO	5	2	▽
TINY TOONS / SUPER NES	6	3	▽
SUPER TURRICAN / SUPER NES	7	2	▪
POCKY AND ROCKY / SUPER NES	8	3	▪
SILPHEED / SEGA CD	9	2	▽
STREET FIGHTER 2 / SUPER NES	10	6	▽

The EGM Editors' Top Ten is Based On the Personal Preferences of the Review Crew and is Not Based On Any Type of Babbage's Sales Info

EGM's Top Tens

REGISTER YOUR VOTE WITH ELECTRONIC GAMING MONTHLY



Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

ONLY $1.00 PER MINUTE!!

1-900-740-7722

Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today!

After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

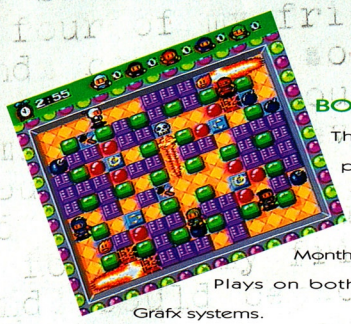
1. SNES / CONTRA 3
2. SNES / AXELAY
3. SNES / TMNT 4
4. SNES / STREET FIGHTER 2
5. SNES / SUPER STAR WARS
6. SNES / SPACE MEGAFORCE
7. SNES / OUT OF THIS WORLD
8. SNES / BATMAN RETURNS
9. SNES / ZELDA 3
10. SNES / SUPER MARIO KART
11. SNES / MORTAL KOMBAT
12. SNES / STARFOX
13. SNES / SUPER TECMO NBA B-BALL
14. SNES / TINY TOONS ADVENTURES
15. SNES / BUBSY
16. SNES / CYBERNATOR
17. GENESIS / SONIC THE HEDGEHOG 2
18. GENESIS / X-MEN
19. GENESIS / NHLPA HOCKEY '93
20. GENESIS / TAZMANIA
21. GENESIS / MORTAL KOMBAT
22. GENESIS / ALIEN 3
23. GENESIS / FLASHBACK
24. GENESIS / BULLS VS. BLAZERS
25. GENESIS / ROAD RASH 2
26. GENESIS / TERMINATOR
27. GENESIS / STREETS OF RAGE 2
28. SEGA CD / CD SONIC
29. SEGA CD / NIGHT TRAP
30. SEGA CD / SEWER SHARK
31. SEGA CD / WONDER DOG
32. SEGA CD / MONTANA FOOTBALL CD
33. TURBODUO / GATE OF THUNDER
34. TURBODUO / BONK'S REVENGE
35. TURBODUO / LORDS OF THUNDER
36. NEO GEO / WORLD HEROES
37. NEO GEO / VIEWPOINT
38. NES / SUPER TECMO BOWL
39. NES / TURTLES 3
40. NES / SUPER MARIO 3
41. NES / YOSHI
42. NES / MEGA MAN 5
43. GAMEBOY / SUPER MARIO LAND 2
44. GAMEBOY / METROID 2
45. GAMEBOY / MEGA MAN 2
46. GAMEBOY / DR. MARIO
47. LYNX / NFL FOOTBALL
48. LYNX / SHADOW OF THE BEAST

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through May 31, 1993.

Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148


ELECTRONIC GAMING MONTHLY
EDITORS' CHOICE
GOLD
HUDSON SOFT

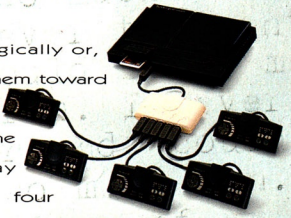
I never thought maiming four of my friends could be so much fun.



BOMBERMAN '93™

The latest multi-player game from TTI. Also known as Game of the Month for April by EGM.

Plays on both Duo and Turbo Grafx systems.

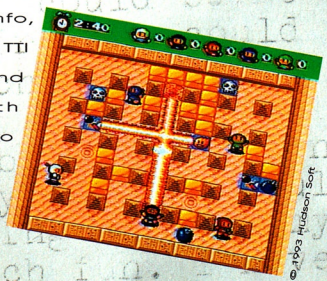


Drop bombs off strategically or, with a bit of skill, kick them toward your opponents.

TURBO 16 GRAFX™

Play solo against the machine. Or play against one to four friends. If you even have that many. There's even a 48 level game to test your patience.

For more info, jet to your nearest TTI dealer today. And remember: With friends like you, who needs enemies?



DUO™

For information on where to buy Bomberman '93™ call 310-337-6916. Bomberman '93 is a trademark of Hudson Soft.

GAMING GOSSIP

...Exclusive SF2 info...Acclaim Interested in Cameron...New Godzilla Games...3DO's Future...Sega Answers SFX Chip... ...New Star Wars Softs Coming...Atari Jaguar to be Computer...Icom Software Sells Out...Game Sequels in the Works...

...We're in 16-Meg mode this month my little Quarter-fiends, with the hottest info on super softs like SF2-CE for the Genesis and plenty of pork for you hardware heads as well! Have your ICEE points in hand and remember that looking at your neighbor will not be tolerated in this classroom...How can the Q begin this classic column without drawing your attention to the head ed's cover romp: STREET FIGHTER 2-CHAMPION EDITION IS COMING IN JUNE FOR GENESIS! Capcom has signed onto Sega and will unleash SF2-CE as their first entry. The master of all martial arts battles will hit the U.S. before it shows its face in either Japan or Europe, packing 16-Meg of power and a price tag somewhere in the sixties! Some new features include voice, the barrel bonus stage instead of a brick bonus, and the ability to play with either the new Sega 6-button pad (which is being redesigned to be larger as you read this) or the wimpy 3-button controller we've all grown to love (you use the 'Start' button to toggle between either the kicking or punching action - yech!). And of course the new Boss characters will be added to juice this version up and require everyone who put down $150 for a Super NES and SF2 cart to buy another version...Other SF2 rumors from Japan have a Super Famicom translation of the Turbo CE version in the works. Capcom won't comment on this (where did all the new "open-ness" go to?), but the Q-Mann has it from a highly reliable source...

...There are a variety of hot softs now in pre-production (subscribers should check out this month's Q-Letter for a complete run-down of new games). Some of the highlights include Bubsy 2 and R-Type 3! Check out next month's EGM for some possible pix...Exiting this topic the Q-Minator must provide the proper updates for SF3: the entire cast of characters will be back for part three, with some new additions as well as an interesting new technique that yours truly has been sworn not to reveal (at least until next month). Also, while we're on the subject of juvenile reporting, Capcom will not be releasing SF2-CE in tandem with a Sega CD version (although a product that includes actors, voice and music is rumored to be in the works) and Sega has snapped up the rights to the awesome shooter Silpheed from Sega CD developer Game Arts...

...The guru of gossip has learned that Icom Simulations, famous for their Sherlock Holmes games and their, er, Sherlock Holmes games, have sold out either part or all of their company to a Japanese investor looking to get into high-end games. Also, Icom is rumored to have successfully completed work on a development system which creates dual versions of the same game that can be instantly ported to any system platform to save publishers some big bucks...Acclaim is rumored to be inking a deal with James Cameron's production company. Cameron, who brought us Aliens and the Terminator flicks, is set to deliver a bunch of films for Fox after finishing Spider-Man for Carolco. The Acclaim deal would give the licensing super-power first-rights to Cameron's new ideas...Speaking of licensing, don't be surprised if you see a game based on the high-tech, big-budget Godzilla movie coming next year from Tri-Star. The most likely source of monster carts and CDs would be Sony...For the worst license of the year (or decade for that matter), how about "Federal Express"! I won't embarrass the company that has plunked down the bucks for this title, but man is it a stupid license...

...3DO has a special plan up their sleeve to entrench their machine in the hearts and minds of consumers before a cable game system becomes operational. The Q-Mann has heard from reliable sources that 3DO will market their machine not only as a self-contained game system, but also as an enhancement board for PC owners! As a high-end graphics and interactive upgrade, the Quarter-Witt goes full thumbs-up (even if the price is still too high)...Atari seems to have a similar plan with their Jaguar, which is targeting the high-end of the market for their 64-Bit RISC-processing mega-system, and is rumored to be embracing an end-goal of building onto the Jaguar with hard drives, keyboards and even virtual-reality head-gear to attract computer-heads...Sega has answered Nintendo's SFX chip with an upgrade of their own. Called the "DSP" (yeah, I know what it stands for, but it's their name, not mine), the new chip will give Sega games the same speed advantages but no real palette enhancements...Star Wars games are hot, Hot, HOT! Yours truly has seen development work on not only Super Empire (great Mode 7 FX with hills!), but also Rebel Assault (an X-Wing fighting game in the trenches of the Death Star for Sega CD) and Star Wars Battle Chess (using the characters in place of chess pieces). All are wicked awesome...

- QUARTERMANN

3 TIMES THE SUSPENSE... ON NES

3 TIMES THE DANGER... ON GAME BOY

3 TIMES THE TERROR... FOR YOU!!!

ALIEN 3

The Xenomorph are fast, spit acid and are right behind YOU! The motion tracker is your only warning. No time to think, no time to catch you breath...RUN!

Can't see very far ahead in these air ducts. Hard to breath. Blast life-sucking face-huggers with your pulse rifle and exterminate deadly Aliens with your flame thrower and grenade launcher!

Just keep telling yourself, "this isn't really happening... its only a game."

ALSO AVAILABLE ON SEGA GENESIS™ AND GAME GEAR™!





Exterminate deadly Aliens with your flame thrower!



Destroy all the eggs, but beware of deadly face-huggers!

LICENSED BY Nintendo

LJN LTD.

Official Nintendo Seal of Quality

Alien3 TM & © 1993 Twentieth Century Fox Film Corporation. All rights reserved. Nintendo, Nintendo Entertainment System, Game Boy and the official seals are trademarks of Nintendo of America Inc. LJN™ is a registered trademark of LJN, Ltd. © 1993 LJN, Ltd. All rights reserved.



In a sea of Super NES™ controllers,



SLEEK. EFFICIENT. EVEN FEARED. ONLY ONE CONTROLLER STRIKES WITH THIS KIND OF POWER. ONLY ONE CONTROLLER CAN INSPIRE TERROR IN THE HEART OF YOUR OPPOSITION, OR GIVE YOU THE EDGE AGAINST THE TOUGHEST SUPER NES GAMES. WE CALL IT THE ASCIIPAD.

Official Nintendo Seal of Quality

INDEPENDENT TURBO CONTROL gives you the most powerful bite. Twenty shots per second will break your opponents down in no time.

AUTO TURBO. It's like a continuous feeding frenzy. Hands-free, and fully-automatic, too. And, like Turbo Control, you get to pick which buttons to power up.

© 1993 ASCII Entertainment Software, Inc., P.O. Box 6639, San Mateo CA 94403. Telephone: 415/570 7005. asciiPad and Asciiware are trademarks of ASCII Entertainment Software, Inc. All rights reserved.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



only one's a killer.

SLOW-MOTION means you'll never rush through a meal. Get the time you need to master the newest and toughest games. After all, they're not getting any easier.

ADVANCED DESIGN AND A COMPETITIVE PRICE. When you're hungry to win, reach for the controller with some bite.

THE ASCIIPAD, FOR THE SUPER NES. USE IT OR LOSE IT.



ASCIIWARE™

Nintendo Entertainment System, Super NES and the official Nintendo seals are trademarks of Nintendo of America Inc.

EGM EXPRESS

NEW 32-BIT GAME SYSTEM FROM FM-TOWNS!

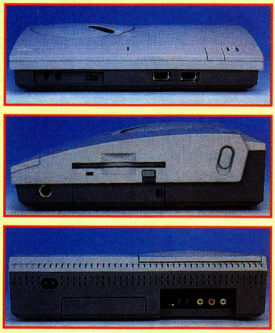
The makers of the Japanese FM-Towns computer system have just announced a new smaller version of their system. Called the Marty, this mini-computer has been designed with the game player in mind.

Inside the Marty is a 32-Bit CPU, 3 MegaBytes of system ROM and 2 MegaBytes of main RAM. A floppy disk drive and a CD-ROM drive are also built in. About 167,700 colors are in the color palette.

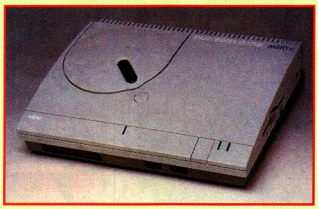
All of this technology doesn't come cheap though, as Marty will have a 98,000 ¥ ($ 810) suggested retail price. One controller will be included.

For those who want to use Marty as more than a game machine there is a keyboard, a mouse and a modem communications card.

Special attention has been devoted to the audio as Marty will have 9 channels of PCM (Pulse Code Modulation) and 6 channels of FM sound along with CD digital audio.



Although expensive, Marty will bridge the gap between computers and games.



The new 32-Bit Marty will play both floppy disk and CD-ROM games.

Three new games (Microcosm, Ms. Detective and Habitat) will be initially available. It should be noted that many of the older FM-Towns games will not work on the Marty as two floppy disk drives are needed, and the Marty does not have an extension for the second floppy drive. Also, Marty will not play the current FM-Towns software because the operating systems are different. All future FM-Towns computer games though, will be Marty compatible, and there will be additional new games, both educational and entertainment, that will be designed to take full advantage of the more efficient CD-ROM drive.

There are no current plans to bring the Marty to the U.S.

SYSTEM SPECIFICATIONS

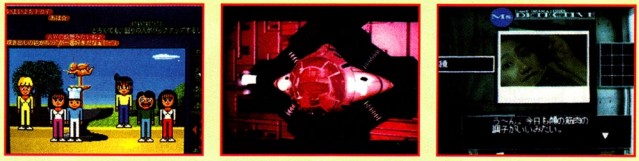
CPU	32-Bit
SYSTEM ROM	256 KByte
OS-ROM	3 MByte
Kanji ROM	256 KBytes
Dictionary ROM	612 KBytes
Main RAM	2 MByte
Video RAM	512 KByte
Sprite RAM	128 KByte
CMOS-RAM	32KByte
Colors	167,700
Audio	PCM-9 Channels FM - 6 Channels

PERIPHERALS



A keyboard, mouse and modem will transform Marty into a powerful computer.

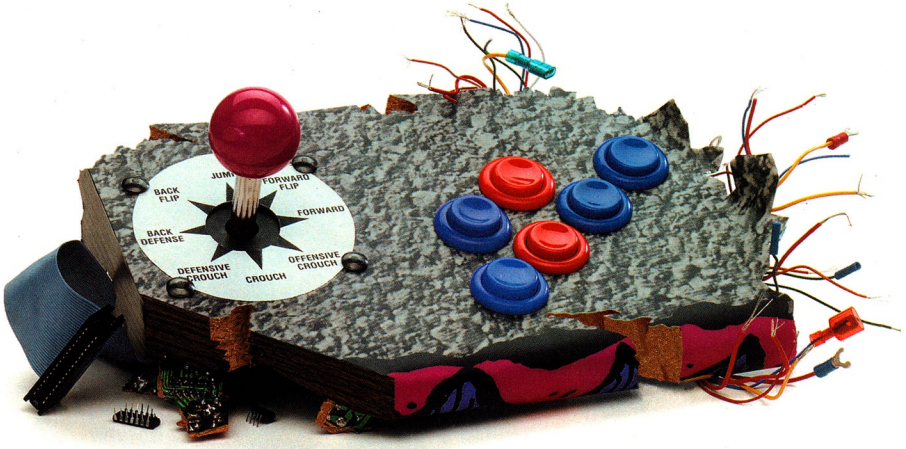
MARTY CD-ROM SOFTWARE



Three games, Habitat, Microcosm and Ms. Detective (left to right) will be initially available for Marty. More new ultra high resolution CD-ROM games will be available later this year.

(CONTINUED ON PAGE 52)

SUPER NINTENDO
ENTERTAINMENT SYSTEM



We ripped-off a perfectly good idea.

TRUE ARCADE ACTION. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. And our joystick is easier to carry than an arcade machine, not to mention a few thousand bucks cheaper (that means under $50, suggested retail price). Bottom line is, this is about as close as you can get without grabbing a crowbar and—well, you get the picture.

The layout's familiar, and the construction's tough enough to handle the most intense *street fight* or the *ultimate battle* for the universe. We've also added a few features you won't find in the arcades – state of the art effects designed specifically for today's most radical games. No wonder we call it the...

SUPER ADVANTAGE®

OVERSIZED JOYSTICK. 8-way directional control provides true arcade action.

VARIABLE SPEED SLOW MOTION. Slow down the entire game when things get out of control.



TURBO SPEED. A fully adjustable fire-control system (up to 30 shots per second).

AUTO TURBO. Continuous firing that's hands-free. You won't find this anywhere else.

FIRING BUTTONS. Instantaneous response, and built to last.

LICENSED BY Nintendo

Official Nintendo Seal of Quality

ASCIIWARE™

©1992 ASCII Entertainment Software, Inc. P.O. Box 6639, San Mateo, CA 94403. Telephone: 415/570-7005. ASCIIWARE is a trademark of ASCII Entertainment Software, Inc.
All rights reserved. Nintendo, Super Nintendo Entertainment System, Super Advantage, and the official seals are registered trademarks of Nintendo of America Inc.

SEGA, 1993 AND BEYOND...

Rumors, rumors, rumors. In this industry, like many others, rumors pop up weekly about the next generation of game systems, software, new technology and company marketing plans and strategies. Quite often it is very difficult to tell truth from fantasy.

For example, will Nintendo be able to sell their 32-Bit CD-ROM machine for $200 like they say they will (fantasy)? Will Sega drop the price of their Sega CD this Christmas (truth)?

The Nintendo issue will be addressed at a later point in time, but EGM ran into Mr. Al Nilsen of Sega and decided to get the official story about some of the new projects that Sega is working on.

PHANTASY STAR 4

"It still is very early but it really looks nice. Right now there are a couple of screens up to get the feel of the game. It is now scheduled for first quarter 1994 release here in the U.S. We are trying to have a simultaneous English translation done but we won't know if that is possible for about 4 months from now. Unless something major happens, it won't be shown at June CES."

SILPHEED CD

"Game Arts [the developer of the game] is dedicated to doing great Sega titles. For the U.S., the name will change on Silpheed. When I was in Japan, there was nothing new to see beyond what was at CES. It's way cool. This will be a major feature of the June CES. But, we are not building a dome. I want this known right now, I am NOT building a dome [referring to the dome that Nintendo built around their StarFox game at Winter CES]."

SONIC CD

"There is no set schedule for it. Are we working on a Sonic CD, absolutely. Will we release a Sonic CD, can't tell you. The goal of Sonic CD is very simple. Sonic CD has to be to the Sega CD what Sonic 1 was to Genesis...which was killer and breakthrough. We have done some dual pathing on it and we will keep pushing technology to the point where Sonic CD is a product that sells hardware. I will not release Sonic CD that doesn't do that. We have raised the stakes with Sonic 2 and Sonic 3, and it's getting harder and harder to make improvements and until something happens that we are comfortable with, we have decided that we will not talk about it and we are not going to show anything because the product is just not there. It's the number one product that kids want for their Sega CD and I am not going to disappoint them. And we won't know until mid May whether it will be at CES."

SONIC ARCADE

"We have developed two Sonic arcade games that have never been released because they were not the specialness that Sonic was. We are continuing to look to see if we can do something with Sonic in the arcade. There is a Sonic arcade project but nothing scheduled for release."

SONIC 3

"I talked to the designer last night. The game is bigger, memory size, number of levels etc., It is a sequel. Tails is a part of the Sonic story...yes Tails is in it. Hopefully for CES but no promises."

SPORTS GAMES

"We are really redoing almost our entire sports line. Baseball, football, basketball, wrestling, tennis and a major focus of the June CES will be sports. On all three platforms...Genesis, Game Gear and Sega CD. Sports Talk will continue...in its third iteration."

VIRTUA VR

"Virtua racing will not be one of the first games for VR. Contrary to what Quartermann said it won't be coming out. We cancelled it as soon as Quartermann said it. We can't make a truth person out of Quartermann [a joke!]. Three games will be at CES."

MENACER

"There are new Menacer titles from both Sega and from third parties coming at CES."

FOUR PLAYER TAP

"There are no plans at the present time. We're looking at it but there is no firm answer now."

CD GAMES

"CD software will be a major focus at CES." Will Mickey Mouse jump to CD? "Maybe."

SEGA 2, SEGA CD 2

"They primarily were developed for Europe and Japan will be doing it. Right now I don't see it happening for the U.S."

GAME GEAR

"Sonic 3 looks cool on Game Gear. The Majors 2 will be coming out. There are 20 new titles coming out. Jurassic Park looks great. Asterix will be coming over from Europe. Tom and Jerry will be coming in July. Surf Ninjas will hit in July also. (August for Genesis). Aladdin is wonderful (all systems). Stay tuned."

SEGA CD PRICE REDUCTION?

"One of the very disturbing rumors is that some people are saying that you will see the Sega CD in the fourth quarter for under $200. That is absolutely untrue. That is not good as I can almost already hear the phone calls. That type of rumor can kill the business all based on something that is not true. There is no way that it will hit the price point. Are we going to try for a lower price? Yes. Will we get under $200? No! We are going to try like mad to lower the price but you have D-RAM costs, you have V-RAM costs, and the worst cost of them all is that drive. Yes the drive can be made cheaper, but then the yield [dependability factor] is that much lower. There are no major decreases coming. There will be large scale integration of the components but it's not savings. The $299 is already lower than our normal margins. If I can get savings, that I can pass on, will I?...yes. When? I don't know."



IF ONLY
I COULD
SKATE
SLAM
RAGE
JAM
THRASH
SCAM
AND
SCORE



LIKE I DO
WITH THE
ASCIIPAD SG,
THAT'D BE
KILLER!

Whoever said, "life is unfair" must have gotten their butt kicked by the new asciiPad SG. Here's why: it's got **TURBO FIRE** (up to 24 shots per second), hands-free **AUTO-TURBO** and **SLOW-MOTION CONTROL.** Plus, it looks cool, too. With this kind of control, you'll always land on your feet. Which is more than we can say about life. The asciiPad SG. There's nothing fair about it.



NEW from ASCIIWARE™ **for SEGA GENESIS • SEGA CD**

IT'S HOW TO WIN.

© 1992 ASCII Entertainment Software, Inc. P.O. Box 6639, San Mateo CA 94403. Telephone: 415/570-7005. asciiPad SG and ASCIIWARE are trademarks of ASCII Entertainment Software, Inc. All rights reserved. Sega, Genesis, and Sega CD are trademarks of Sega Enterprises, LTD.

ELECTRONIC GAMING MONTHLY, RENOVATION & ELECTRONICS BOUTIQUE ARE THROWING A BRAWL, AND YOU'RE INVITED!



HOW TO ENTER:

Complete the entry form below and mail to:

Doomsday Warrior Contest
1920 Highland Avenue, Suite 222
Lombard, IL 60148

DOOMSDAY WARRIOR ENTRY FORM

NAME_____

ADDRESS_____

CITY, STATE, ZIP_____

PHONE(____)_____

AGE_____

SEX: M/F____

CONTEST PRIZES!

1 GRAND PRIZE:

- *$300 Gift certificate at Electronics Boutique*

1 FIRST PRIZE:

- *$150 Gift certificate at Electronics Boutique*

10 SECOND PRIZES:

- *A Doomsday Warrior Game and T-Shirt*

15 THIRD PRIZES:

- *Doomsday Warrior T-Shirt*

Contest Rules:
All entries must be received by September 15, 1993. EGM or Renovation are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by October 1, 1993. Prizes are not transferable. Illegible or incomplete entries are ineligible. All state federal taxes, if any, are the responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc., Renovation, or Electronics Boutique and their affiliates are ineligible to enter. Renovation and Sendai Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names, likeness and prize information may be used by Renovation, Sendai Publishing Group, Inc., or Electronics Boutique for any promotional or advertising purposes without further compensation. Not sponsored by Nintendo.

Nintendo and Super Nintendo Entertainment System, SNES and the official seals are trademarks of Nintendo of America Inc. Renovation Products™ is a subsidiary of Teienet Co., LTD. Doomsday Warrior is a trademark of Renovation Products, Inc. ©1993 Renovation Products. All rights reserved.

FATAL FURY

OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS 16-BIT CARTRIDGE









ARE YOU TOUGH ENOUGH FOR THE ULTIMATE FIGHTING CHALLENGE?

FATAL FURY is here, and only Takara brings home all the power of the smash coin-op arcade megahit to the SEGA GENESIS System. Blazing fast animation and realistic moves make this game the one to beat! Choose from among three fighting heroes — each with his own unique style of fighting — and take on nine enemies, each possessing his own fighting skills and hidden powers that defy the force of Nature itself. Witness their terrible might as they hurl energy blasts, unleash tornadoes, even turning their entire bodies into human torches! And just when victory is in sight — along comes Tung Fu Rue, who can transform himself into a Giant of lethal, flying force.

The battle is joined on a journey through the mean streets of South town. Fight hard as day turns to night on the Beach or Amusement Park, or as driving rain clouds your sight at the Chinese Temple. Superb animation and horizontal scrolling reveal new areas of the challenge, as attack after attack is met and mastered. Eight locations in all, each with unique background animation, music and sound effects.

Huge characters leap right off the screen. Special skills, magical powers and multiple attack moves combine with lightning speed to create the perfect fighting action game. Take on the computer or another player head-to-head. Are you tough enough to handle the challenge of FATAL FURY and become the KING OF FIGHTERS?

TAKARA®

Video Game Division

230 Fifth Avenue, Suite 1201-6, New York, NY 10001

Tel: (212) 689-1212, Fax: (212) 689-6889

Licensed by Sega Enterprises, Ltd. for play on the Sega™ Genesis™ System.
SEGA and GENESIS are trademarks of Sega Enterprises Ltd.™ Fatal Fury™ 1991 SNK.
©TAKARA CO., LTD. 1993

LEADING EDGE

NBA JAM

· HOW IT RATES ·

Well, what can we say? If you thought Mortal Kombat was cool, do yourself a favor and check out NBA JAM. The graphics will leave you slack-jawed like some kid about to score a two pound bag of his favorite candy!

The game play is equally impressive. The technique that this game requires is perfect; not too hard to learn, but not too easy to master. This puppy really shines when you get a game going with four friends. My only gripe is that the voices of the announcers get a little annoying. A pretty minor complaint when you think about it! Good job, Midway!!

Overall: 9

From the creators of T2: The Arcade Game and Mortal Kombat comes the ultimate sports coin-op. Midway's NBA JAM sports the latest in digitized graphics. By utilizing a special scaling chip, NBA JAM delivers graphic detail of unheard of smoothness and depth. In fact,





Get ready to cut loose with a flurry of mind-bending slams, jams and dunks.



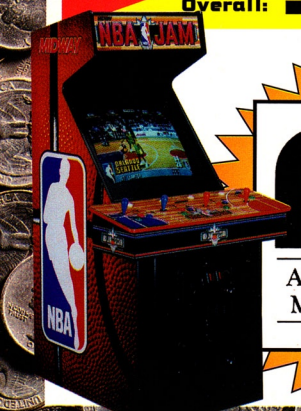
Pick your fave NBA superstars from an impressive list of the league's 27 teams.

the graphics are **so** good that you'll think that you're watching an actual NBA game! And in a way, you are! The graphics were digitized from actual live footage!

Pick your favorite stars from a selection of 54 of the league's hottest players. You get full control of passing and shooting as you execute some bodacious dunks and slams. Use the "Turbo" button for a burst of speed when you need it. Anywhere from one to four players can play. The JAM-CAM™ keeps track of all of the players' signature moves. Take it from us, NBA JAM is totally smokin'!



The Autostat™ feature keeps a record of rebounds and assists just to name a few.



AMERICAN AMUSEMENT MACHINE ASSOCIATION



DEADLY WEAPONS!



The original martial arts legend continues... with all the hard-hitting arcade action at ***your*** command! Battle your way across the globe with awesome special moves and deadly weapons ***straight from the arcade!!***

Whether it's a swirling Hurricane Kick or staggering One Armed Head Butt... a razor sharp Warrior Sword or lethal Nunchakus... ***you*** have what it takes to crush your ruthless enemies!

Double Dragon 3™: The Arcade Game™-- a quest that leads around the globe... to the adventure of a lifetime!



BILLY AND JIMMY LEE ARE BACK!



SLICE THROUGH SAMURAI!



UNWRAP POWERFUL MUMMIES!



HALF-HUMAN CREATURES AWAIT!



BATTLE YOUR WAY ACROSS THE GLOBE!

Double Dragon 3™ : The Arcade Game™ is a trademark of Technos Japan Corporation. © 1990 Technos Japan Corp. Licensed exclusively to Tradewest, Inc. Sublicensed to Acclaim Entertainment, Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd. Flying Edge™ is a trademark of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved.

(CONTINUED FROM PAGE 56)

SATURDAY NIGHT SLAM MASTERS

With the plethora of fighting games currently on the market, it's nice to see something fresh. Enter Saturday Night Slam Masters from the folks at Capcom.



Fans of previous fighting games will not be disappointed! If you're looking for loads of playing technique, great graphics, multiple-player options, and enough rough-and-tumble wrestling action to satisfy any wrestling maven, then this game is definitely for you!

Pick from ten hilarious wrestlers such as King Rasta "Mon," the berserk jungle man with a bad attitude, or Jumbo "Flap" Jack, the leaping bad boy from Canada.

Players get two option modes, team battle or one-on-one. In the one-on-one mode, it's you pitted against the computer. In the team battle mode, you can play up to four players at once! With two teams in the ring at once, you can bet that the action gets totally out-of-control!

The graphics in Slam Masters are excellent and there's plenty of moves to learn and take it from us, they will make you laugh out loud. What are you waiting for? Step into the ring with Saturday Night Slam Masters from Capcom!



Go head-to-head with some friends in the four-player wrestle-fest.



Have a seat! Clobber your adversary senseless with whatever is handy.



Each competitor has their own unique fighting style and specialty moves.

THE PUNISHER



Choose The Punisher or Nick Fury as your character in the fight against crime.

Well, it looks as though the Kingpin is up to his old tricks again. Who will save us? Frank Castle and his buddy Nick Fury from S.H.I.E.L.D. pool their crime fighting talents in the hot new side-scrolling action game The Punisher from Capcom.

Make your way through the six huge levels while fighting the Kingpin's henchmen. You can regain your lost health by eating the special food icons that pop up throughout the course of the game. Choose from some serious weapons including machine guns, baseball bats and rocket launchers. To make things even more intense, you can play either alone or with a friend.

The game play is great with unusually precise control for a game of this type. In addition, the various sound effects, explosions, screams and other audio goodies will truly rock your world. The graphics have the look and feel of the hit Marvel comic book. Very excellent!

Slated for an April release, The Punisher will surely be a hit with the comic-to-game crowd. Load up on your quarters!



Punish the bad guys with various weapons like guns and grenades.

ELECTRIFYING

SUPERCHARGED GAMES



The smash arcade hit has been given a few new dents. Lead-footed criminals will grind your gears, not only on the highway, but the jungles and snow choked mountains as well.



You'll need to unleash your fatal fists on some bad dudes and crazy creatures. *Punch*-in and get to work because this job will take a real super hero!



There's bone crunching action for Sega Genesis too. Unless you want some free dental work you had better stick in the mouthpiece, strap on the pads and *CHECK* it out!



This head bangin' hard checkin' free-for-all will rattle your bones and send you flyin' into the next county. So, lace 'em up and *CHECK* it out!

TAITO™
THE ONLY GAME IN TOWN.

Sonic Blastman and Chase H.Q. II are trademarks of Taito Corporation. Hit The Ice™ ©1993 Taito Corporation. ©1990 Licensed from Williams Electronics Games, Inc. Super Nintendo Entertainment System is a trademark of nintendo of America, Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. ©1993 All Rights Reserved.

GAME OF

GLOBAL GLADIATORS REVIEWS

"Global Gladiators™ is one of the highest rated games ever to appear on the Genesis™."
Sega Visions Magazine

"Dazzling! A score of ten is reserved for the best; this is it!!!"
Game Informer Magazine

"WOW!" *Mega Play Magazine*

"Way to go Virgin! Global Gladiators™ is the best platform action game I've played since Sonic... This game is a masterpiece!"
Die Hard Magazine



1992 Global Gladiators Awards

The Sega Third Party
Seal of Quality Award - 1992
✱ **Product of the Year - Genesis**

The Sega Third Party
Seal of Quality Award - 1992
Best Action Product - Genesis

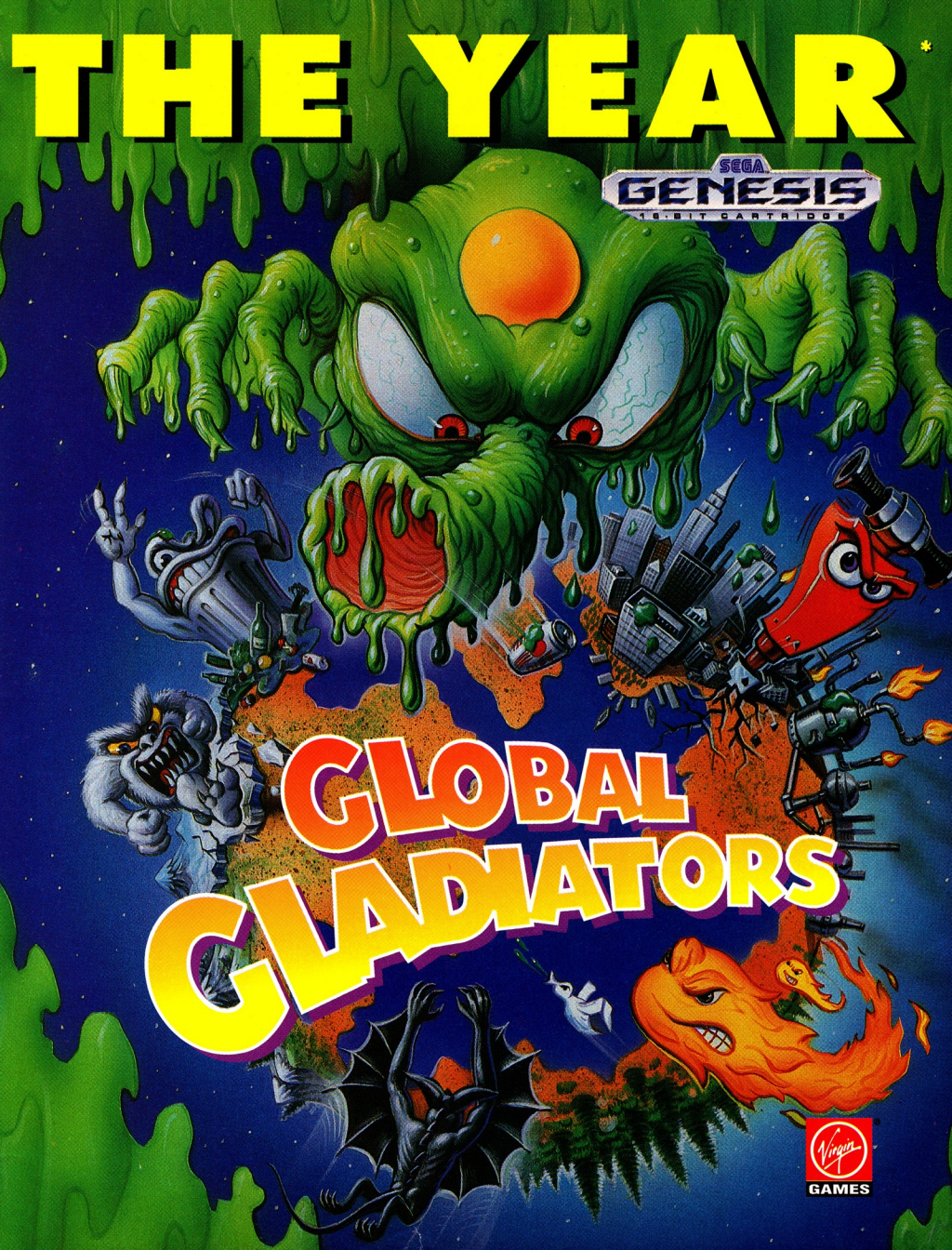
Video Games and Computer Entertainment
Best Sound in a Video Game of 1992

Mega Play's pick of the month.

Nominated for best game of the year,
best music and sound, and best graphics and animation
Game Pro and Video Games & Computer Entertainment

LICENSED BY SEGA ENTERPRISES FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.

©1993 McDonald's Corporation. The following are trademarks of McDonald's Corporation: The Golden Arch, Ronald McDonald, Global Gladiators and Mick and Mack. ©1993 Virgin Games, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd.


THE YEAR*
SEGA
GENESIS
16-BIT CARTRIDGE
GLOBAL GLADIATORS
Virgin
GAMES

THE GAME DOCTOR

Qs & As to Go

Welcome back to yet another visit with EGM's Game Doctor. This month we have an addition to the Game Doctor's envelope art competition. If you recall last issue, we ran both the winning art for the Draw the Game Doctor contest and for the envelope art competition. Roberto Rodriguez receives runner-up for his creative envelope.

By the way, Roberto says he's looking for a job creating characters for video games and seeks advice. I'd recommend taking as many art courses as possible, especially those geared toward continuity art—animation, comic books, etc. Video games require that you not only draw a character once, as in illustration or fine art, but from a variety of angles.

Thanks again to everybody who contributed to our art contests.

Q: Why doesn't somebody, like the wizards at Capcom, make speed-up boards for home systems like they do for arcade games?

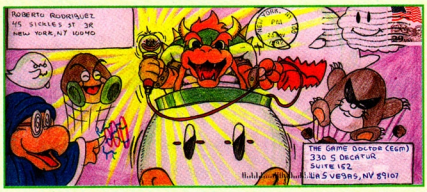
Travis Milburn
Terre Haute, IN

A: *Many problems here, Travis. Nintendo doesn't like folks fooling with their technology, as Galoob can attest (even though it won the nationally publicized suit). Also, the board would have to have compatibility with all subsequent software, and another question that would have to be answered is: how many companies would be willing to play along?*

Remember, an arcade machine is a single game, whereas systems like the Super NES must play many, many games. I just don't see this happening in the foreseeable future.

Loved your envelope art, by the way, Travis!

LETTER•OF•THE•MONTH



Roberto Rodriquez was the runner-up in the envelope art competition.

Q: Can you play a Turbo Duo CD game on the Sega CD peripheral? I read in EGM's Buyer's Guide issue that the Duo is capable of playing a 2 megabit CD game and the Sega CD is capable of playing a 6 megabit CD game. Because of this, the Sega CD should be able to play the Duo games, correct?

Socheath Tes
Lawrence, MA

A: *Memory alone doesn't produce compatibility. CD programs created for the Macintosh can't be run on a PC-based CD drive, because they use different formats. Similarly, Duo and Sega CD games employ different systems for running their programs.*



CD games are not interchangeable between systems such as the Duo.

Q&A Quickies: Mauricio Chiprut of Mexico City, Mexico, wonders when he'll see a CD drive for his Super NES. Check out the April issues of EGM and EG, Mauricio, for the full story, but I still wouldn't look for it much before '94... Jean Gagnon of Montreal, Canada purchased the Japanese version of the game released in this country by Konami as **Cybernator**, but doesn't understand why the Japan game was from another publisher. Answer: game rights are often sold on a country-by-country basis. Until next time, Aloha!

EGM's READER SURVEY

LET EGM KNOW WHO YOU ARE! FILL OUT THIS SURVEY AND MAIL IN TODAY!

Send to: EGM Reader Survey, 1920 Highland Avenue, Suite 222, Lombard, IL 60148

1. How old are you?
   a. under 7
   b. 8-11
   c. 12-17
   d. 18-24
   e. over 24

2. Are you:
   a. male
   b. female

3. What kind of jeans do you wear?
   a. Levi
   b. Guess
   c. Bugle Boy
   d. other

4. How many times do you go to the movies each month?
   a. 1-4
   b. 5-10
   c. 11-15
   d. over 15

5. How many movies are rented and watched at home each month?
   a. 1-3
   b. 4-6
   c. 7-10
   d. over 10

6. Of these movies, how many titles do you choose for yourself?
   a. 1-3
   b. 4-6
   c. 7-10
   d. over 10

7. Do you own a music CD player?
   a. Yes
   b. No

8. How many CD's do you buy each month?
   a. 1-4
   b. 5-10
   c. 11-15
   d. over 15

9. How many tapes do you buy each month?
   a. 1-4
   b. 5-10
   c. 11-15
   d. over 15

10. What type of music do you listen to most?
    a. Rap
    b. Alternative
    c. Top 40
    d. Hard Rock

11. How many toys do you buy monthly?
    a. 1-2
    b. 3-4
    c. 5-6
    d. over 6

12. How many soft drinks do you consume monthly?
    a. 1-6
    b. 7-12
    c. 13-15
    d. over 15

13. Which is your favorite soft drink?
    a. Coca-Cola
    b. Pepsi
    c. Dr. Pepper
    d. Juice
    e. Snapple
    f. other

14. What kind of athletic shoes do you wear?
    a. Nike
    b. Keds
    c. Reebok
    d. Adidas
    e. Converse
    f. L.A. Gear
    g. other

15. What kind of athletic apparel do you wear?
    a. Nike
    b. Champion
    c. Reebok
    d. Adidas
    e. Converse
    f. Russell
    g. L.A. Gear
    h. other

16. Do you receive an allowance?
    a. Yes
    b. No

17. How much is your allowance each month?
    a. under $10
    b. $10-$20
    c. $21-$25
    d. $26-$30
    e. over $30

18. Do you chew gum?
    a. Yes
    b. No

19. What's your favorite candy?
    a. Chocolate bars
    b. Chewable candies
    c. Hard candy
    d. Suckers

20. What is your favorite T.V. station?
    a. Disney
    b. Nickelodeon
    c. Carbon Express
    d. Fox
    e. other

21. Do you or your parents choose which brand of cereal you eat?
    a. I do
    b. My parents do

22. Do you collect sports trading cards?
    a. Yes
    b. No

23. Do you collect other trading cards or collectable items?
    a. Yes
    b. No

24. Do you collect comic books?
    a. Yes
    b. No

25. Will you buy the Sega CD-ROM system?
    a. Yes
    b. No

26. What is your favorite snack food?
    a. Potato chips/Pretzels
    b. Ice cream
    c. Cakes/Pies
    d. Peanuts

27. What kind of sporting goods do you use most?
    a. Easton
    b. Wilson
    c. Rawlings
    d. other

28. What is favorite cartoon?
    a. Ren & Stimpy
    b. Batman: The Animated Series
    c. The Simpsons
    d. None of the above

29. Which type of system(s) do you own?
    a. Nintendo
    b. Super Nintendo
    c. Sega Genesis
    d. GameBoy
    e. TurboGrafx
    f. Game Gear
    g. CD system

30. Which video game system do you or your family plan to buy within the next 12 months?
    a. Nintendo
    b. Super Nintendo
    c. GameBoy
    d. Atari Lynx
    e. Turbo Express
    f. Turbo Grafx-16
    g. SNK Neo Geo
    h. Game Gear
    i. Sega Genesis
    j. other

31. Do you use a computer at home or school?
    a. Yes
    b. No

32. Do you have a full or part-time job?
    a. Yes
    b. No

33. If "Yes," what is your monthly income?
    a. $250 or less
    b. $251 - $500
    c. $501 - $1,000
    d. $1,000 or more

34. Other than video games, what hobbies do you have?
    a. Comic books
    b. Trading cards
    c. Sports
    d. other

35. What is your favorite brand of trading cards?
    a. Upper-deck
    b. Topps
    c. Pro-line
    d. Fleer
    e. other

36. How many video games do you own?
    a. 5 and under
    b. 6-10
    c. 11-15
    d. 16-24
    e. 25-35
    f. over 35

37. Would you rent CD video games before buying them?
    a. Yes
    b. No

38. Would you rent a CD video game system before buying one?
    a. Yes
    b. No

39. Which of these helps you best to decide which video games to buy?
    a. Ads on T.V.
    b. Magazine articles
    c. Ads in magazines
    d. Word of mouth/friends
    e. Game rentals
    f. Arcades
    g. Game in store
    h. other

40. What type of games do you enjoy most?
    a. Action
    b. Adventure
    c. Role-playing
    d. Strategy
    e. Shooter
    f. Sports

NAME _____

ADDRESS _____

CITY, STATE & ZIP CODE _____

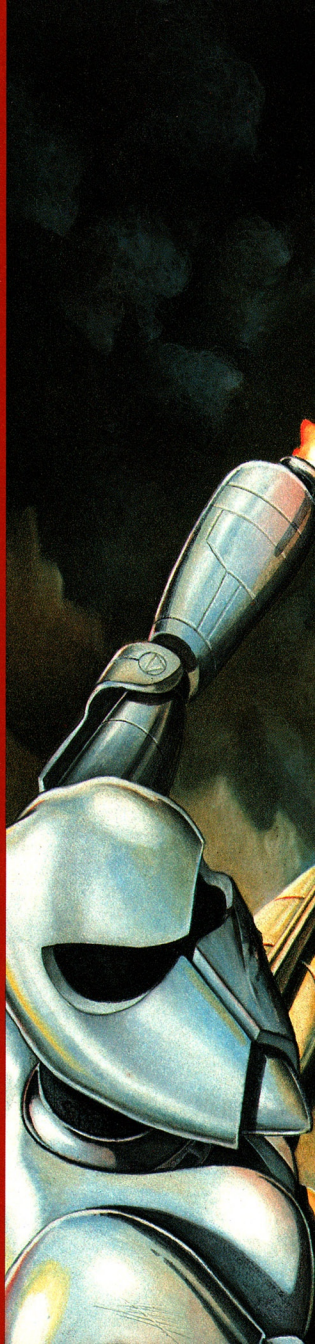
TELEPHONE _____



FILL OUT THE SURVEY & MAIL IN FOR YOUR CHANCE TO WIN A SEGA CD!

Rules:
All entries must be received by June 30, 1993. EGM is not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prize, and the winner will be notified by July 31, 1993. Prizes are not transferable. Illegible or incomplete entries are ineligible. Photocopies will be accepted. All state federal taxes, if any, are the responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc. and their affiliates are ineligible to enter. Sendai Publishing Group, Inc. reserves the right to cancel this promotion at any time with appropriate notice. Winners' names, likeness and prize information may be used by Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation.

He doesn't care if you use the plasma flame or the chainsaw arm to carve his LOBSTER CYBORG BUTT, just please be gentle.





WELCOME TO THE NEXT LEVEL

CYBORG JUSTICE



Enough legs, torsos, and weapons that you can make 216 different Cyborg dispensers of *correctional rehabilitation.* (That means pain.)



Arcade mode. Where two players team up to teach an army of Cyborgs a little respect. This is best done by ripping off their arms.



If they still don't get it, leach their energy, then plant a spiked foot or two in a place that spiked feet shouldn't ever be.



Two players, *head to head* can fry, saw, and beat each other to death over and over again. You shouldn't try this without the game.



SEGA™
GENESIS

INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

By Terry Aki

Greetings once again to all you afficionados of the world of Japanese gaming. To begin today's topic, I would like to start off by talking about the differences between the Japanese Mega CD and American Sega CD system games.

For those who really enjoy a lengthy RPG, especially on a CD system, the Mega CD has really got Japanese players covered with games like 3x3 Eyes, Dark Wizard, Illusion City, Detonator Organ, plus the new Arcus I•II•III. But try finding a good RPG on the Sega CD and what do you find? Nothing. Oh sure, Sega of America has plans to bring Dark Wizard to the U.S., but nothing has been finalized.

Why the big delay? Granted the language translation can be time consuming, but why not simultaneously create both the U.S. and Japanese versions? It would really help out the stagnant sales of the Sega CD and give many American players exactly what they've been waiting for.

WORLD NET
INTERNATIONAL GAMING INFORMATION NETWORK

TONKINHOUSE OF JAPAN

Y'S IV - MASK OF THE SUN

SUPER FAMICOM	12 MEG	CARTRIDGE

The long wait is over! Finally, the sequel to the ever-popular journies of Adol has arrived in the fourth book of Y's! Though the pix of the PC-Engine SCD still have to come into light, the 12-Meg Super Famicom version is already in progress!

Adol is back in action; this time his ventures will land him in a plot that involves the mysterious Mask of the Sun. It is an intense race against time, as the evils of the land close in on our hero's quest to stop him in his tracks. New enemies will be encountered as well as some old friends, such as your long-time love Lilia and your close friend from Esteria, Dogi.

For all those who were upset at the side-scrolling third installment, you will be happy to see that the original 3/4 overhead is retained! The magic of Y's has finally returned! More on this later.





Adol has just entered a village raised high in a forest, what will he find?

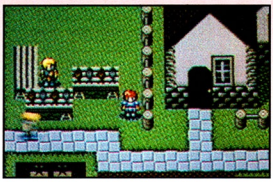


Outside of this town is a massive valley containing more adventures!



Enter the vast caverns in search of clues that will let you proceed further!





Hi-Ya!

Bam!

Ouch!





NINDO™

WAY OF THE NINJA

Ninja in Training! It's going to take more than a couple of jumping jacks to prepare for this adventure! After all, no one ever said being a ninja was easy. Learn how to deliver killer blows with your trusty sword and send a barrage of throwing stars at your enemies. Explore dungeon mazes and battle giant rats, toxic worms and super leeches that call these caves home! Snoop on your enemies as you explore the countryside, but watch out for bushwhackers eager to steal your gold. If you train hard and master the ninja arts you may live long enough to exact revenge on the warlord that killed your family. One final word of advice: "Quiet ninjas live longer."



Zip off to new adventures



Race through dungeon mazes



Strike back at fire dragons

Official Nintendo Seal of Quality

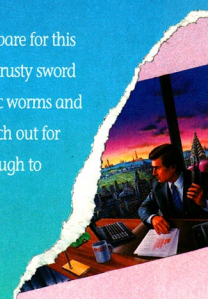
SUPER NINTENDO ENTERTAINMENT SYSTEM

Available for the SNES system.
Koei Games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at (415) 348-0500 (9am to 5pm PST).

KOEI

KOEI Corporation, 1350 Bayshore Highway, Suite 540, Burlingame, CA 94010

Ninindo and Aerobiz are trademarks of KOEI Corporation. Nintendo, Nintendo Entertainment System, Sega, Sega Genesis and the official seals are trademarks of Nintendo of America and Sega of America.



AEROBIZ has Landed for SNES!

As CEO, create a global airline network. Establish hubs, buy planes and build hotels. Be aggressive. Airlines are your business!

INTERNATIONAL NEWS

DOLL CRAZY!

Japan has been doll crazy lately! It's not too difficult to find dolls in the shapes of top-selling game characters in stores around Japan. Oh sure, many of you have been sleeping with teddy bears and the like since you were wee tykes, but I'll bet you have never had dolls like these!

Street Fighter II seemed kind of a natural setup for cute and cuddly dolls to be produced. Well, Capcom of Japan is introducing stuffed dolls with the likenesses of Balrog, E. Honda, Ryu, Chun Li and Blanka. Now you can cuddle up next to Chun Li or stroke Blanka's electrifying hairdo!

Not to be outdone, Sega will be introducing stuffed toys of Sonic and Tails! No word as of yet whether or not these toys will reach American shores.



I bet you'd never think that these guys were so cuddly!



The popularity of Sonic and Tails is exploding into the toy market.

WOLFTEAM OF JAPAN

NEUGIER

SUPER FAMICOM	8 MEG	CARTRIDGE

An adventurous quest of epic sizes is coming to the Super Famicom compliments of WolfTeam of Japan. This new RPG is set in a medieval land immersed within a mysterious plot. Evil beings of legend and lore have started appearing throughout the many towns, leaving death and destruction in their wake. It is up to a young warrior named Duke to save his people from the grip of darkness.

Similar to Soul Blazer, Neugier combines action with an intricate plot line to create in whole, a satisfying quest. It will probably come to these shores, and if it does, anyone interested in this type of game should check it out. You won't be disappointed with Neugier, it's a good quest.



Journey to distant lands on your ship, while avoiding sea monsters.



Your ship has sunk, and you have landed ashore weak and weary.



Defeat the vile overlord, or perish under his might!



Maybe you can get a new boat at the shipyards. Be sure you have money.

BANPRESTO OF JAPAN

THE GREAT BATTLE III

SUPER FAMICOM	8 MEG	CARTRIDGE

The third game of the Great Battle series joins the super deformed Gundam F91, Radar RX, Earth Fighter Roah and Ultraman Great as they battle evil forces again. Terrific side-scrolling fights make this a must for any fan of Japanese animation. Really cool magic and huge bosses add to a graphically cool game. The Great Battle III is a terrific addition to any fighting fan's collection.



Radar RX must brawl with a bunch of the deformers. It'll be a tough match.



Battle Knight Gundam in a fight to the death! He's just one of the bosses.

Freakin' Awesome



"Super Turrican will give you the worst beating of your video game life"
GAMEPRO Magazine

"One of the best"
Electronic Gaming Monthly

"Blazing graphics, Dolby Surround™ and smooth action make this the best Turrican ever"
Game Players

With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

Super Turrican™ is one of the finest Action/Adventure games you'll ever see, feel, play or hear! Thats right, hear! With full-feature ***Dolby Surround Sound***™, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES & NES systems.

SEIKA
Breakin' All The Rules™

NINTENDO,® SUPER NINTENDO ENTERTAINMENT SYSTEM,® and the official seal are the trademarks of Nintendo of America Inc, ©1992 Nintendo of America Inc; ©1993 Seika Corp,USA

INTERNATIONAL NEWS

CONTROL YOURSELF!

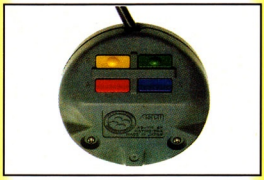
So you say that your controllers just aren't comfortable enough? Just take a look at the Ascii Stick controller and you'll wonder what you've been missing all this time! This little handheld wonder fits comfortably in the palm of your hand for easy use yet features all the components of their standard sticks like auto-fire capability!

On the top side of the unit you'll find the directional pad and the Left and Right buttons, now rounded, and the Start and Select buttons at the top of the unit.

Turbo control can be modified by the row of switches near the front. The bottom of the controller has the A,B,X,Y buttons arranged in a pattern to easily access them by touch. The B and Y buttons have a raised portion, while the X and A are normal. This joystick is great to use for heavy-duty RPGs but lacks stability for high-speed fighting games like, say, Street Fighter II.



The Ascii Stick is quite comfortable to use, especially for RPGs.



The bottom of the stick holds the buttons for easy finger access.

Human of Japan

SEPTENTRION

SUPER FAMICOM	8 MEG	CARTRIDGE

Natural disasters always hit unexpectedly, and in this case it was no exception. The plot has you on a pleasure cruise turned deadly. The storms around ship picked up, and a giant tidal wave has struck the vessel broadside. Immediately the Septentrion (the boat) capsized, tossing all its occupants around. As it sunk, it generated a gigantic whirlpool, and now it is a race against time to escape the sinking ship before you end up in a watery grave.

Septentrion is a fresh idea that should be seen at all costs. Its dramatic use of Mode 7 is amazing to behold. This is a good example of combining action with mystery. Hopefully it will be brought to these shores, as it looks really good!



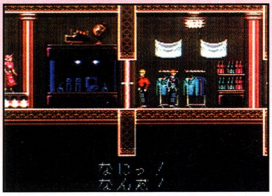
Your hapless vessel is capsized by an oncoming tidal wave!



Better hold on tight! Everything's turning topsy turvy.



Follow the lady deeper into the hull of the ship. She's got some good ideas.



While there is a brief lull in the tide, try looking around for useful items.

CAPCOM OF JAPAN

ROCKMAN 6

FAMICOM	UNK. MEG	CARTRIDGE

Rockman (Mega Man) is coming back to the Famicom again. Now in the progress of being programmed, Rockman 6 could be as good, and most likely better, than its predecessors. Like with part five, Capcom is having a contest in Japan to create the new bosses. Some lucky player/artist will have some of their characters in the game.

Look here for more info on this hot cartridge.



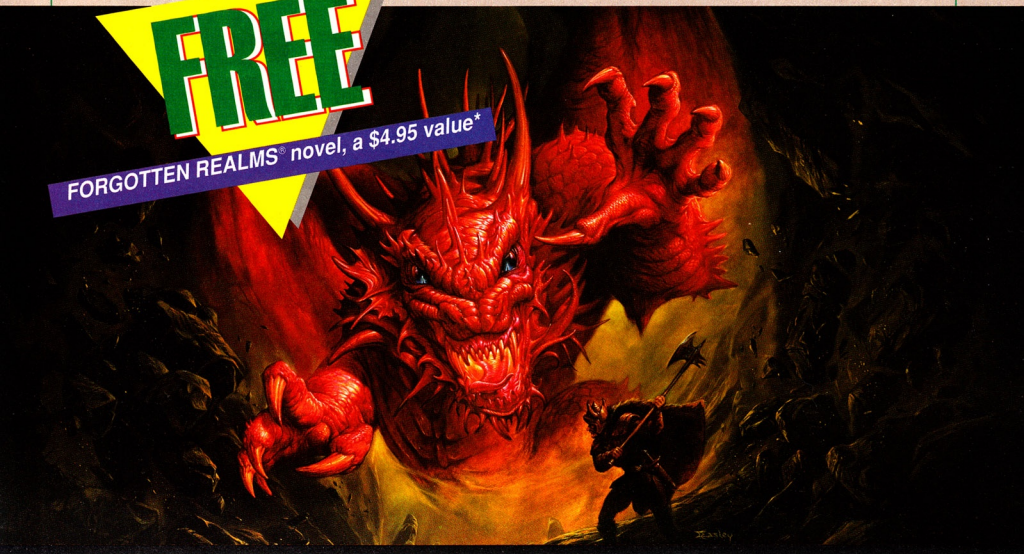
This is the logo of the sixth game. The title screen is coming soon. Don't worry.

At least the art is done for this game. But who will the bosses turn out to be? I can't wait!



May is

DRAGON™ MONTH



with any purchase of TSR games and books totaling $15 or more at participating retailers

For the adventure of your life, TSR games and books deliver!

During *DRAGON™ Month* in May, answer the call to adventure and take home a treasure – a *FREE* FORGOTTEN REALMS® novel, $4.95 value, with your purchase of any TSR games and books totaling $15 or more! This is your time to launch a new game campaign, add to your current game campaign, and read the latest adventures of your favorite heroes. Look for special *DRAGON Month* displays at participating book, game, and hobby stores.



Ask for your FREE DRAGON™ *Month* button, too!
Available while quantities last.



*Offer applies to selected titles while quantities last. Limit one book per customer.

® designates a registered trademark owned by TSR, Inc. ™ designates a trademark owned by TSR, Inc.
℠designates a service mark owned by TSR, Inc.©1993 TSR, Inc. All Rights Reserved.

INTERNATIONAL NEWS

MORE SF2 GOODIES!

In the endless quest to uncover the latest gimmicks and gadgets, I have stumbled upon some Street Fighter II goodies that will have your friends drooling with envy!

The first is a set of Street Fighter II characters that are cast in pewter. This series of sets features (American Names): Vega, Chun Li, Ryu and Balrog. The second set has M. Bison, Sagat, Ryu and Chun Li. It seems kinda cheap that they would throw in two of Ryu and Chun Li, but they are in different poses. I would like to have seen Guile or Blanka, but who cares, these characters look good anyway! As a final note, if you happen to find these at a Japanese retail store, pick them up because they're really flying off the shelves!



The first set features Vega, Chun Li, Ryu and Balrog. (American names)



Search for the box that looks similar to the Japanese SF2 game.

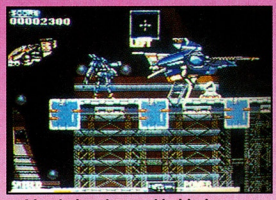
SEGA OF JAPAN

ESPERANZA

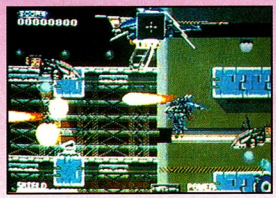
MEGA DRIVE	8 MEG	CARTRIDGE

An all-out battle is being brought out by Sega of Japan. Called Esperanza, this game focuses on fast-paced, hard-hitting action. The main character is a young man who is part of an anti-terrorist group. Armed with a gigantic Assault Suit, he must fight his way into a number of enemy strongholds protected by the most advanced weapon systems. Non-stop action awaits our hero, and only fast reflexes and super power-ups can save the day. Hopefully Sega will bring this awesome shooter to these shores.





After being dropped behind enemy lines, our hero begins his mission.



You'll have to fly into the very center of the enemy complex.



The enemies have Assault Suits too, so the odds are against you.



Who knows what evil secrets lurk within the confines of the swamp.

SEGA OF JAPAN

DOREMON

MEGA DRIVE	4 MEG	CARTRIDGE

Join Doremon, a strange little critter as he explores seven levels packed full of adventure. Though this game is only 4 Meg, it looks great. The game play is similar to the style of the Mario Bros. games. The main character is animated with little personality quirks, and the comical theme is predominant throughout. It is unlikely that this game will come to our shores, but if it does, it's one to look for.



The atomic section is filled with danger, not to mention radiation. Ouch!



Times will get tough for Doremon as he bounces around in the Land of Time.

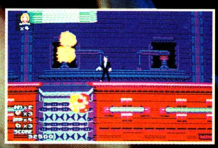
JAMES BOND 007™ THE DUEL™

Hey, now it's *your* turn to *be* James Bond! All you have to do is rescue hostage scientists from a Caribbean island. Defeat a mad professor and his ruthless army. Take on all of Bond's old arch enemies. Enter a volcano. Blow up an enemy space shuttle. And of course, save the world. That's not too much to ask of you, the world's greatest secret agent... *is it?*









OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS 16-BIT CARTRIDGE

DOMARK

Sold and marketed in America exclusively by

TENGEN

JAMES BOND 007: The Duel ™ 1992 Eon Productions Ltd. MAC B Inc. All rights reserved. Gun symbol logo ©1962 Danjaq, Inc. and United Artists Co. Artwork and packaging © 1992 Domark Group Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

INTERNATIONAL NEWS

Finally for those who want to take Street Fighter II on the go, Lotte foods has introduced Street Fighter II corn snacks. We who have tasted Andy Capp fried potatoes, you know what to expect from these snacks. What next? Street Fighter frozen foods!



Street Fighter II is now available in handy snack packs like this one!

IS THAT A HEDGEHOG IN YOUR PANTS...

Wearing a pair of Sonic shorts is sure to invoke jealousy among your peers. These come directly from Sega of Japan and are the perfect complement for all of the other Sonic the Hedgehog merchandise!



IN CLOSING...

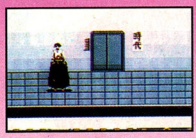
Look to this section next month for a complete wrap-up of the CSG Game Show to see the latest games produced in Japan. I'll be there!

TELENET OF JAPAN

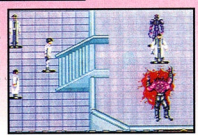
A RANK THUNDER

MEGA CD-ROM	CD	CD-ROM

A Rank Thunder is a mystery about a young man who does not know who or what he is. He must piece together clues from various sources, while avoiding genetically enhanced Bio-soldiers. All he knows is he possesses powers far greater than a normal man, and the government wants him dead. Was he part of a secret experiment? What is the extent of his powers? Only time will tell.



The mysterious stranger tells you about the government experiment.



Find out more about your mysterious past from the defeated enemy.

VIDEO SYSTEM OF JAPAN

SONIC WINGS

SUPER FAMICOM	UKN. MEG	CARTRIDGE

Another hot shooter is blasting its way onto TV screens in Japan. Entitled Sonic Wings, this shooter takes the common concept, and takes it one step further by utilizing a unique power-up system. The game plays as well as it looks: HOT! This game is destined to be one of the better shooters overseas. To make this game even better, it's two-player simultaneous play! Who could ask for more?



Gigantic bosses and large levels make for an intense shooter that's non-stop fun!



These are the two pilots: Hien and Mao. Both are expert pilots that you control.

SEGA OF JAPAN

KICK AND RUSH SOCCER

GAME GEAR	2 MEG	CARTRIDGE

Sports games are always a welcome sight for the Game Gear. One of the most popular sports in the world, soccer is highlighted in this new cart. Just because it's a portable game, don't underestimate this cart! It's a realistic game of soccer with plenty of teams, and a lot of control over the players. Sports fans, and soccer players will rejoice, for now they can play their sport on a rainy day.



Try to shoot for the goal! Kick, head, or knee the ball in to gain a point. Soccer fury!



During a goalie kick, always cover the other team's members, or they'll get the ball.



Blaster Master is a trademark of Sun Corporation of America. All Rights Reserved. Sunsoft® is a registered trademark of Sun Corporation of America.
© 1992 Sun Corporation of America. Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises Ltd.

SWEEP THROUGH THE SHADOWS...

Win a $500 Electronics Boutique Shopping Spree
or one of over 2,000 other prizes.

And Go Wild In The Aisles!

You could find yourself in the year 2050, running for your life in a race against time, technology and termination . . . or you could enter Data East's Shadowrun Sweepstakes and find yourself going wild in the aisles of Electronics Boutique. That's right, cruise the store and load up on all the stuff you gotta have. And when you get to the check-out stand, tell the cashier:

"Put away that scanner, Pal . . . IT'S ALL FREE!"

On top of the shopping spree, Data East will fork over more than 2,000 prizes—from Shadowrun T-shirts and satin jackets to limited-edition Shadowrun prints by the original Shadowrun artists—in a random drawing of sweepstakes entrants. And don't forget to play Shadowrun—the hottest strategy-adventure cart of 1993—and shatter the megaplexes before your friends do.

For info on getting an official sweepstakes entry form just check out any package of Shadowrun for the Super NES

. . . and get ready to go wild!





10 FIRST PRIZES
Black Satin Jacket with Embroidered Shadowrun Logo



250 SECOND PRIZES
Shadowrun T-Shirt



2,000 THIRD PRIZES
Limited Edition Shadowrun Poster

GRAND PRIZE
Win a $500 Electronics Boutique Shopping Spree plus a complete Shadowrun Prize Package including a Shadowrun jacket, books, games & figures

OFFICIAL CONTEST RULES

NO PURCHASE NECESSARY TO ENTER OR CLAIM A PRIZE
Not sponsored by Nintendo®.

1. HOW TO ENTER: (1) Be sure to answer the questions about SHADOWRUN. The answers to the questions can be found by playing the SHADOWRUN game, or by sending a self-addressed, stamped envelope to: SHADOWRUN Game Answers, P.O. Box 656, Sayreville, NJ 08871-0656. Requests must be received by September 15, 1993.

(2) Completely fill out the official entry blank (print only) and mail it to: "SHADOWRUN" Sweepstakes, P.O. Box 8185 Grand Rapids, MN 55745-8185. All entries must be received by Nov.1, 1993. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail. Only one entry per person. All entries become the property of Data East and will not be returned.

ALTERNATE MEANS OF ENTRY: To obtain an official entry blank, rules, questions and answers, without purchasing the game, send a self-addressed, stamped envelope to SHADOWRUN ENTRY, P.O. Box 656, Sayreville, NJ 08871-0656. All requests must be received by October 1, 1993. Residents of VT & WA need not include return postage.

2. JUDGING: Winners will be selected on or about November 15, 1993 in a random drawing from all entries received with the correct answers by Marden-Kane, Inc. an independent judging organization who reserves the exclusive right to interpret all conditions in regard to this promotion without claim for damage or recourse of any kind. By participating in the sweepstakes, entrants agree to be bound by the rules and the decision of the judges which shall be final. All prizes will be awarded. Odds of winning depend upon the number of correct entries received. Only one prize per person, family, organization or household.

3. NOTIFICATION: Winners will be notified by mail by November 16, 1993 and Grand Prize winner will be required to sign an Affidavit of Eligibility and Publicity/Liability Release which must be returned within 14 days from date of notification. If the affidavit is not returned within this time period properly executed, or is returned from the post office as undeliverable, an alternate winner(s) will be selected. Winners grant permission to the use of their name, photograph/likeness for advertising and promotion for this and similar promotions without additional compensation.

4. PRIZES: (1) Grand Prize: $500.00 Shopping Spree at Electronics Boutique, plus a complete SHADOWRUN package consisting of Jacket, Books/Game and Figures. Approx. Value $1500. (10) First Prizes: SHADOWRUN satin Jacket. Approx. Value $125.00 ea. (250) Second Prizes: SHADOWRUN T-Shirt. Approx. Retail Value $15.00 ea. (2000) Third Prizes: SHADOWRUN Poster. Approx. Retail Value $10.00 ea.

5. GENERAL CONDITIONS: Winners accepting prizes agree that all prizes are awarded on the condition that DATA EAST and their agents, representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession or use of the prizes. Winners further acknowledge that said parties have neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to, its quality, mechanical condition or fitness.

All taxes are the sole responsibility of the winners. Grand prize winner may elect to receive $500.00 cash in lieu of the Electronics Boutique shopping spree, otherwise no prize substitutions permitted except by sponsor due to unavailability, in which case a prize of equal or greater value will be awarded. Prizes are not transferable.

If a minor wins the grand prize, they must be accompanied by their parent or legal guardian on the shopping spree.

6. ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States. Employees and their immediate family members of DATA EAST, its divisions, subsidiaries, affiliates, advertising and promotion agencies and any other persons or agencies involved with this promotion are not eligible. Void in Puerto Rico and where prohibited by law and subject to applicable federal, state and local taxes and regulations.

7. WINNERS LIST: For the names of the winners, available after November 16, 1993 to December 31, 1993, send a self-addressed, stamped envelope to SHADOWRUN Sweepstakes Winners, c/o Marden-Kane, Inc., P.O. Box 713, Sayreville, NJ 08871-0713.

DATA EAST

Data East USA, Inc.
1850 Little Orchard Street
San Jose, CA. 95125
Tel: 408/286-7074

SUPER NINTENDO ENTERTAINMENT SYSTEM

© 1993 Data East USA, Inc.

SHADOWRUN®



As Seen in GamePro

Graphics	Sound	Control	FunFactor	Challenge
ADV.				

System: Data East 8 megs
Role-play
One player
Game save

SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

DATA EAST

Watch your back... shoot straight... and never, ever, cut a deal with a dragon.







Data East USA, Inc. 1850 Little Orchard St.
San Jose, CA 95125

SHADOWRUN is a registered trademark of FASA Corporation, used under license by Data East USA, Inc. © 1992 FASA Corporation.
Nintendo, Super Nintendo Entertainment System, and the official seal are registered trademarks of Nintendo of America Inc.

TRICKS OF THE TRADE

KONAMI	T.M.N.T. THE HYPERSTONE HEIST
GENESIS	STAGE AND AREA SELECT

Are you finding the enemies in the newest of the Turtles games to be just a little too difficult to finish in one sitting? Or maybe you are tired of starting the game all over again after running out of continues. This new code will give you the option of selecting from any stage and area in the game. First, wait for the Konami logo. As soon as it starts forming on the screen, put in the second code. Press these buttons in this order: C, B, B, A, A, A, B, C. Make sure to do it quickly enough before the Konami logo disappears. If you are not quick enough, the code will not work, and you will have to start over again from the beginning. Now press START. The title screen will show up. Now at the title screen, quickly press these buttons in this order: A, B, B, C, C, C, B, A. After you do this, press the START button on the 1 or 2 player option. A screen will appear that allows you to choose your stage and area to start on. After you choose your starting place, press the START button. You will now be starting at the beginning of the stage and area of your choice. You can even start at the last area with the infamous Super Shredder. Take on this super boss and save Manhattan from a horrible doom.



As the Konami logo appears, put in the first code.



The title screen will appear. Do the second code here.



A stage and area selection screen will now appear.



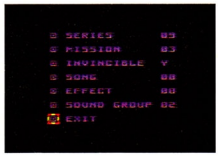
Take on the infamous Super Shredder in a deathly duel!

MINDSCAPE	WING COMMANDER
SUPER NES	STAGE SELECT, INVINCIBILITY AND SOUND TEST

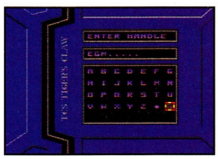
Normally, you would have to complete multiple missions to get any further in this space flight combat simulation. But, this trick will give you a new, awesome option screen. To get this to work, you must go to the title screen that allows you to choose the start and continue options. At this screen, press these buttons in this order: B, A, B, Y, B, Y, L button, A, R button, A and START. After you do this, you will see a brand new options screen that will allow you to select your series and mission, turn invincibility on or off, and choose your song and your sound effects selection. This trick is great to access any area of the game and to practice your skills as a pilot with the invincibility option.



On this screen, enter the code with the buttons and START.



A stage select and invincibility option screen will appear.





WIN! The Ultimate Gaming Rig!!

PANDEMONIUM INCORPORATED

OVER $18,000.00 IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play any 16-bit game in the world with this line-up. Neo Geo Gold, Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer and TurboDuo. Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and Hi-Fi VCR. This rig will blow you away (literally!)!! You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.50 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

		T			MYSTERY WORD
H	E	A	V	Y	I
	R				
S					
				L	

WORD LIST and LETTER CODE chart

HEAVY.....I	LEAVE.....C	METER.....P	MAJOR.....T
ABOVE.....R	VOCAL.....O	MODAL.....A	CORAL.....B
TRILL.....D	ENTRY.....V	SPOIL.....E	MUSIC.....H

CLUE: _____ games!

Yes!

ENTER ME TODAY, HERE'S MY ENTREE FEE:

- ☐ ($3.00) Video Game Contest
- ☐ ($3.00) Media Rig Contest
- ☐ ($5.00) SPECIAL! Enter Both (SAVE $1.00)

CLIP AND MAIL

Name _____

Address _____

City _____ **State** _____ **Zip** _____

SEND CASH, M.O., OR CHECK TO:
PANDEMONIUM, P.O. BOX 26247
MINNEAPOLIS, MN 55426-0247

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY JUNE 5, 1993 • ENTRY FEE MUST BE INCLUDED
Only one entry per person. Employees of Pandemonium, Inc. and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Not responsible for lost, delayed or stolen mail. Merchandise names and models are trademarks of their respective companies who have no affiliation with this contest. © 1993 Pandemonium, Inc.

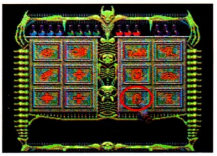
SEGA GENESIS — CHAKAN: SKIP THE FIRST FOUR STAGES

You can do this trick in the practice, easy or hard mode. It is suggested that the practice mode be used, because it gives you unlimited potions. So, choose the practice mode at the title screen. Start the game, then walk right and down the stairs onto the platform. Continue right until you reach a small floating platform. Jump onto the platform and use the potion for a portal (the one circled on the top right-hand picture). It is the only potion you can use from the choices. When you use the potion, it will make a thunderous sound. Once you do this, you will have access to all the weapons, and be able to go into every level, even the last four stages.

Anthony Farris
Roy, Utah

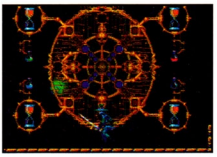


Choose the practice mode from the title screen.



Using the portal potion will let you access more stages!





SEGA GENESIS — SONIC THE HEDGEHOG 2: 14 EXTRA CONTINUES

If you've always run out of continues and wanted to have many more, this trick will satisfy all you Sonic players. Scroll down and access the options from the title screen. Press START and the options screen will appear. Move down to the sound test and play these songs in this order: 01, 01, 02, 04. Now move up to the box that says "Player Select Sonic and Tails." Highlight the box and then press START. Get into the game and you will eventually die. After the "Game Over" comes on the screen, the continue screen will appear with 14 Sonic continue symbols above Sonic and Tails. Song number 4 will be playing throughout the whole game, and there will be no sound effects as you play.

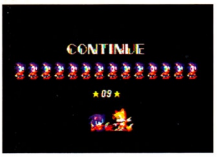


Select the options from the title screen shown here.



Play the sounds in the right order to continue many times.





SUNSOFT GENESIS — BATMAN: REVENGE OF THE JOKER: LEVEL SELECT

This is a rather strange way to access a level select. Press START at the title screen and then move the bat to the "Passcode" option. Press the START button. Enter the code: **5257.** Press the A button and a bunch of symbols that look like mushrooms will appear at the bottom of the screen. Move the pad LEFT and over to the first number of the code. You will now be able to enter codes for every level. For example: Enter the code **6300** and you will get to level 6-3. The first two numbers are the level and section of the game. The second two numbers must be zeros for the level codes to work.

Jack Moy
Wheeling, IL



Select the Passcode option and put in the main code.



Put in the code corresponding to the level you wish to start at.







Photo Credit: Sidney Baldwin.



Something is very wrong at the Zevo Toy Factory.

Ever since the evil General Zevo took charge, he's been manufacturing an army of deadly military weapons disguised as toys that threaten to destroy everything in their path and take over the factory forever!

Only the General's nephew, Leslie, can stand up to the power-hungry madman! Armed with hundreds of Good Toys that can hold their own against the toughest of Bad Toys, Leslie enters into war. And with allies like the spring-attack Jack-in-the-Boxes and rapid-fire Peanut Guns, Leslie's ready to take on anything the General can throw at him!



- ***Hundreds of Good Toys at your command, each with their own special actions!***
- ***Incredible graphics, sound effects, and over 1,000 frames of animation!***
- ***Based on the film directed by Academy Award-winner Barry Levinson!***

Designed by David Crane & Alex DeMeo.



The General's camera has its eye on you. Use your water gun before it uses its laser!



Activate the Traffic Cops to stop the Bad Toys in their tracks!



The General watches your every move from his Command Center!



Soar high above the mini-Manhattan skyline as you battle the General's air-attack!

CALL 1-800-237-8400 ASK FOR EXTENSION 201

CALL FOR A FREE VIDEOTAPE OF HIGHLIGHTS FROM TOYS AND OTHER ABSOLUTE GAMES!
($4.00 handling charge for each tape, applicable toward a purchase of *TOYS*. Ask the operator for details.)

SEGA GENESIS 16-BIT CARTRIDGE

Actual Genesis screens may vary.

OFFICIAL SEGA SEAL OF QUALITY

ABSOLUTE ENTERTAINMENT

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

TOYS TM & © 1992 Twentieth Century Fox Film Corporation. All Rights Reserved. Published by Absolute Entertainment, Inc., P.O. Box 116, Glen Rock, NJ 07452. Absolute Entertainment is a registered trademark of Absolute Entertainment, Inc. All Rights Reserved. Nintendo, Super Nintendo Entertainment System and Official Seals are trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega™ Genesis™ System. Sega, Genesis and Sega Seal of Quality are trademarks of Sega Enterprises Ltd. © 1993 Absolute Entertainment, Inc. All Rights Reserved.

DECLARE WAR.



Super Conflict is war enough for anybody whether you're a video gamer, a board game fan, or a soldier. You call the shots for your ground, naval, and air forces in a Middle East theater of operations that can get very intense. Whether you deploy your infantry against the enemy's best commandos, scramble an F-15C fighter against a Mig-29 Fulcrum, or guide your sub's torpedoes against an approaching cruiser, **Super Conflict** delivers not only realistic military challenge, but also explosive action sequences.

Super Conflict is all the war you'll ever want.









VIC TOKAI

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1992 NINTENDO OF AMERICA INC.
© 1992 VIC TOKAI INC.
GAME PAK (SNS-006)

SUPER NINTENDO ENTERTAINMENT SYSTEM



Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

ONE LOOK AND YOU MAY WIN ALL THESE PRIZES!



PRIZES:

General's Grand Prize (1 Awarded)

- Jane's All The World's Aircraft 1992-93 - An authoritative book on military aircraft.
- Super Conflict "HERO" Medal.
- Conflict for NES - The original war simulation game that's a classic.
- Game Boy - Let's you take your gaming with you!
- Light Boy - Brings magnification and night time play to your Game Boy.
- Game Keeper - Keeps it all portable without sacrificing power.

Colonel's Prize (10 Awarded)

- Super Conflict "HERO" Medal.
- Conflict for NES.

Captain's Prize (10 Awarded)

- Conflict for NES.

You haven't won yet, but you may be close. In fact as close as your nearest video game store. All we ask is that you clip out the sweepstakes entry form, take it with you to the store and take a look at the back of our **"SUPER CONFLICT"** package. That's where you'll find the answers to the questions on the entry form. Mail the entry form with the correct answers to Vic Tokai, Inc. by the deadline and you're eligible for the **"SUPER CONFLICT"** sweepstakes!

Vic Tokai, Inc. "SUPER CONFLICT" Sweepstakes Entry Form

Name: _____

Address: _____ **State**_____ **Zip** _____

How many **SCENARIOS** are there in two-player mode?
How many **LEVELS OF DIFFICULTY** are there in one-player mode?
How many **"CAMPAIGNS"** can be saved in one-player mode?

Your Phone Number:_____

Store Name:_____

Please write legibly.

CONTEST RULES AND ELIGIBILITY INFORMATION

This contest is sponsored by VIC TOKAI, INC. Entries must be postmarked by 07/30/93. Only one entry per person. Contestants may enter by clipping and filling out the coupon, or by submitting their name, address, phone number and the answers to the three questions on a 3"x5" card to:
VIC TOKAI, INC., 22904 Lockness Avenue, Torrance, CA 90501
Attn: SUPER CONFLICT Sweepstakes

Only one entry per person, mechanical or reproduced copies of entry forms are not acceptable. VIC TOKAI, INC. is not responsible for lost or misdirected mail.

No purchase necessary to enter. Contest open to all residents of the continental United States except residents of CONN., DEL., FLA., ILL., IOWA, MICH., NEB., NJ., OKLA., RI., VA., WASH., WISC., and where prohibited by law. All taxes are the responsibility of the winners. Approximate value of prizes is $2,500.00.

Winners will be picked at random on 08/15/93. Chances of winning are determined by the total entries received. Employees of VIC TOKAI, INC. and their families are ineligible to enter. VIC TOKAI, INC. reserves the right to cancel this promotion at any time with appropriate notice. Winner's name and prize information may be used by VIC TOKAI, INC. for promotional or advertising purposes without further compensation.

For a list of winners and the correct answers, send a written request along with a self addressed envelope to the sponsor by 12/31/93. Allow 6-8 weeks for delivery.

VIC TOKAI INC. 22904 Lockness Ave., Torrance, CA 90501

ELECTRONIC ARTS — ROLO TO THE RESCUE

GENESIS — **1-UP LOOP**

If you are having trouble and end up running out of lives, this trick will get you as many lives as you want for this cute game. On the very first level of the game, take Rolo and go to the man who holds the keys to the cages. Leap onto his head and rescue the rabbit in the cage. Press START and then transfer control to the rabbit. Hop left, to the beginning of the level and jump straight up to collect the 1-Up. Press START and go to the map. Go into the same level that you were just in. Once you are in, just do the same process all over again. Repeat this, and you will be able to collect as many 1-Ups as you want this way.

Merlin Newby
Nova Scotia, Canada



Get the key and rescue the rabbit from the cage.



Collect the 1-Up at the start of the level and repeat.





MINDSCAPE — GODS

GENESIS — **LEVEL PASSWORDS**

Are you finding that this game is too difficult in some of the levels? Never fear! The following are codes for each level of this magnificent game. Wait until the title screen appears. Now, move the pointer to the "Enter Password" option. After you do this, a password entry screen will appear. On the code screen, form the password of your choice for access to these levels:

Level 2 - NASHWAN
Level 3 - COYOTE
Level 4 - FOXX

Once you start a new level, there will be enough money for you to buy as many new weapons and potions as you want.

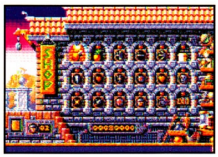
Sergio Kovic
Ontario, Canada



At the title screen, move to "Enter Password." Choose it.



From here you can put in the passwords to any level.





CAPCOM — THE MAGICAL QUEST

SUPER NES — **GAME GENIE CODES**

Now you can have infinite lives, invincibility, and a super jump with these exclusive Game Genie codes! You must have a Game Genie peripheral for your Super NES to make these work.

C22B-ADA5 - *Infinite lives*
C23D-6FA0 - *Longer invincibility after you're hit*
1B2D-6765 + 4A2D-67A5 - *Gives you Super Jump*





CAPCOM — STREET FIGHTER II

SUPER NES — **GAME GENIE CODE**

Here is an incredible Game Genie code for use with Ryu and Ken in Street Fighter 2. You must have a Game Genie peripheral for your Super NES to make the code work. This code will give you a very slow fireball with the jab button, a fast fireball with the strong button, and a super fast one with fierce.

EEE2-D761





STREET COMBAT

HAVE A BRAWL WITH SUPER NES GRAPHICS!





THE ACTION WILL KNOCK YOU OUT! *Put up your dukes for knock-down, drag-out action with Street Combat. Eight great characters leap, kick and grapple on skyscraper beams, in the jungle, gritty back alleys, a wrestling ring, the top of a truck, and more. Punch up two-player simultaneous play. Super NES sound and graphics will boggle your mind. Get your fists on Street Combat today!*

©1993 Irem. Nintendo and Super Nintendo Entertainment System (SNES) are registered trademarks of Nintendo of America Inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

Licensed by Nintendo

irem

IREM AMERICA CORP

Irem America Corporation
8335 154th Avenue N.E.
Redmond, WA 98052
Tel: (206) 882-1093
Fax: (206) 883-8038

ELECTRONIC ARTS — GENESIS

ROAD RASH 2

THE BEST BIKE

Wouldn't you like to ride the fastest motorcycle in the world? Well, now you can with these awesome passwords for Road Rash 2! Press START at the title screen. When you get to the menu, highlight the Game Options, and press START. Now move the cursor up to "Set Passwords" and press the START button again. Now, enter these passwords for different money with the best bike called the Wild Thing:

01C8-1V0L - *Level 1 with $1000*

EBC9-1U0D - *Level 1 with $300,520*

EBC9-5U0H - *Level 5 with $300,520*

Now you're jammin' with the best bike!

Mitch Feldman
Fountain Valley, CA



Set your passwords here on the options screen provided.



With these codes you can get the best bike, "Wild Thing."





KONAMI — SUPER NES

TINY TOON ADVENTURES

BONUS GAME SELECT

Here is a great trick for all you Toon enthusiasts! At the title screen, move the pointer to the Password option, and press START. You will see three character faces in the window boxes of the password screen. Put Elmyra in the first box, Shirley the Loon in the second box, and Calamity Coyote in the third box. Now press START, and you will see a menu come up with all of the bonus games. Move the cursor to the game you want to play, and press the SELECT button. Now press the START button and you will be warped into the bonus game you chose. If you want to randomly pick a bonus game, then either choose Roulette, or press the B button on the bonus game choice screen.



Choose the password option and pick the correct faces.



Now you can access all of the bonus games with the code!





ELECTRONIC ARTS — GENESIS

SHADOW OF THE BEAST 2

SEE THE HIDDEN CREDITS

When the Psygnosis logo screen appears, hold the A, B and C buttons and then press the START button. You will see the hidden credits of the programmers who designed and put together the game and the special thanks appear and scale letter by letter onto the screen.

Joe Weston
Prince George, VA





TRICKMAN'S IN THE SLAMMER!

Well, not quite yet, but our fave messenger of mirth has again gone out and gotten another speeding ticket. Yep, two in two months! This time it seems that he forgot to turn on his radar detector, so as he was tooling down the highway he got nailed big time by the boys in blue. All of his charm, personality and promise of printing an SF2 Boss code just didn't work. Besides, the cop said that he only plays the Genesis. Trickman did score points and got his speed lowered when he told the policeman about the Genesis SF2 CE version coming in June.

Remember, if we use your trick, you'll be immortalized in the pages of EGM and get a game for your favorite system*! Trickman needs your help! Send your gaming goodies to: Tricks of the Trade, Sendai, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.

Rules that we put in tiny print to make our lawyers happy...Sendai Publications, Inc is not responsible for the submission of similar or identical tips, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tips being submitted, the first tip received will be chosen as the winner. Limit one game per person per issue. You must print your name and address on the actual letter for us to give you credit. Final selection of games is up to us. * The allowable game systems are: NES, GameBoy, Genesis, SMS, TurboGrafx, Lynx, Game Gear and SNES. Void where prohibited by law.

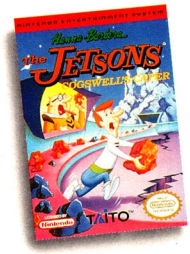
Stone Age Action!

Space Age Adventure!





Bedrock™ is cracking up and it's up to Fred to put it back together! Ride a pterodactyl through blazing skies and cool off in a breath-taking undersea world. Brave prehistoric threats and save Bedrock.



Beautiful Planet 38 is next on Cogswell's list of acquisitions and it's up to George Jetson and his family to save it! George uses anti-gravity boots, jet boards and more to stop Cogswell from ruining the world.

Fred uses an ancient map to uncover hidden treasures throughout Bedrock! Travel across seven levels filled with thrilling dangers: snares, traps and more stand between Fred and a mountain of Loot!



Monster robots are attacking George's home town, Orbit City! He gets help from Jane, Judy, Elroy and even Astro in his attempt to stop the invasion and turn the robots into tin cans!



TAITO™

TAITO CORPORATION OF AMERICA
390 Holbrook Drive
Wheeling, IL 60090

TAITO IS A TRADEMARK OF TAITO CORPORATION. THE FLINTSTONES AND THE JETSONS ARE REGISTERED TRADEMARKS OF HANNA-BARBERA PRODUCTIONS, INC. ©1993 TURNER BROADCASTING SYSTEMS, INC. ALL RIGHTS RESERVED. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. NINTENDO, NINTENDO ENTERTAINMENT SYSTEM AND GAMEBOY ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA, INC. ©1993 ALL RIGHTS RESERVED.

NEXT WAVE

NEW SOFT NEWS

There sure is plenty to talk about this month so I'll get right to the heart of it! There is no need to break out the dusty Atari 2600 to play your favorite games anymore! Activision has announced that they will be doing Super NES versions of the classic hits like River Raid, Kaboom and Pitfall! Bet you never thought you'd see these games live again, and frankly, neither did we!

Electronic Arts has another assortment of games coming our way. Bill Walsh College Football features 48 college teams with variable weather conditions and classic teams from past history. General Chaos is an interesting war-strategy game with comical fighting sequences.

Accolade has their lineup of sports games, too! Brett Hull Hockey features the popular player with Mode 7 rink effects and realistic movements of the players. Al Michaels will be announcing this game, but his voice will be less choppy. Pelé Soccer stars one of the greatest soccer players ever with unique Mode 7 field effects with a 3/4 perspective of the field for a better view of the intense soccer action!

However, one of the greatest surprises is the update to the awesome Phantasy Star series. PS IV has the same awesome combat as PS II but offers a longer storyline and even more enemies than ever before!

SEGA

PHANTASY STAR IV

GENESIS	8+ MEG	CARTRIDGE



Enter the city and talk to the people. Here you will gain a lot of information.



It is always good to remember certain landmarks, especially in a large world.

The epic struggle of good versus evil continues in Phantasy Star IV. First there was Alis in a quest to free her land of the many terrors that roamed free. Then it was Rolf, a government agent who was to find out what was wrong with his planet's computer, Mother Brain. He and his party were pursued as criminals by robotic hunters, as well as vicious Bio-Monsters. The third installment in this epic series was so large that it spanned three generations! In that quest, the family line of heroes joined forces with the cyborg Wren, and many others to stop the most hideous source of all evil: Dark Force. The Dark Force was seemingly destroyed, but was it? Our new set of heroes will travel through several immense worlds each with several continents. The battle scenes in this version are like the second, as is most of the quest. This game is bigger than all the ones before it. The extra memory will also allow this version to have more animation, better music and a much longer quest.



Talk to the king who lives behind the walls for one of your quests.



This is just a glimpse of the brave new warriors within Phantasy Star 4.



Is the vile Dark Force back to wreak havoc upon the new world?

Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!







Road Avenger fills your tank with high octane action! Forget the insurance, full speed ahead to your nearest Sega CD retailer!

SEGA

RENOVATION PRODUCTS

Renovation Products, Inc.
4655 Old Ironsides Dr., Suite 265
Santa Clara, CA 95054

Licensed by Sega of America, Inc. for play on the Sega CD™ System. Sega, Sega CD and the official seals are trademarks of Sega Enterprises, Ltd. Road Avenger is a trademark of Renovation Products, Inc. ©1992 Data East. ©1993 Telenet (Wolf team) /Renovation Products, Inc. All rights reserved.

ACCLAIM

ALIEN 3

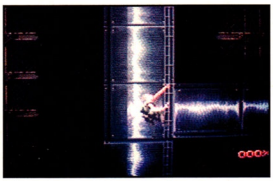
SUPER NES	UNK. MEG	CARTRIDGE

Ripley has crash landed on Fiorna 6, a penal colony. Unknowingly bringing the alien menace to the planet, Ripley must free the prisoners she has put into peril. Armed with a variety of weapons ranging from a pulse rifle to a grenade launcher, she will have to fight hordes of slime covered xenomorphs. Fierce alien warriors will halt Ripley's progress if they can.

While based on the third movie, the weapons from the second are here to create a spine-tingling adventure. The levels vary from a slaughter house to the lead works. This game recreates the chilling mood of the movie. It's up to you to end the nightmare once and for all.



Shoot the facehuggers before they attach to you, or you will die!



The ventilation ducts hold many terrors. You must be brave!



The alien warriors crawl undaunted through the penal colony.

ELECTRONIC ARTS

HAUNTING

GENESIS	16 MEG	CARTRIDGE

Electronic Arts has just created a spooky new cart called Haunting. The main character is a young Frankenstein Monster, and he's got a bone to pick with the Sardini family. You see, they axed him a long time ago, and now he wants revenge. So what our young ghoul does is chase the Sardinis from house to house, frightening them away from their homes and businesses.

With a comical approach, Haunting creates a good ol' time by letting you scare the pants off some bad guys. For even more laughs, you can have two players haunting away. Sooner or later the Sardinis catch on to your plan, and that's when the trouble begins. Will you stand a ghost of a chance in Haunting?



Chase Vito Sardini through the garage and out the door.



Check the map to find out where the whole family is located.

LJN

WWF ROYAL RUMBLE

SUPER NES	UNK. MEG	CARTRIDGE

WWF Royal Rumble is a wrestling fan's dream come true. All of your favorite wrestlers are here, like Hulk Hogan, Brutus "the Barber" beefcake and Mr. Perfect. Recreate the havoc of your favorite Royal Rumble. Can you throw the other WWF superstars out of the ring? Or if you want, you can have a straight match against a friend or the computer in an all-out bash! Speaking of bashing, once out of the ring, anything goes. Your wrestler can pick up chairs and other heavy objects to totally pummel your adversary. You also have an assortment of special moves, too! Two-player fighting action is definitely a plus, as this game goes above and beyond its predecessor in every way.



A Royal Rumble at its finest! It's a fight to survive in the ring.



Mr. Perfect picks up a chair! Will he bash the poor guy over the head?

IT'S LIKE CHINESE FOOD... AS SOON AS YOU FINISH, YOU'RE HUNGRY FOR MORE.



Ahhh! Shanghai II. Millions have been amazed, intrigued, tantalized by the greatest strategy game ever devised. It's easy to get started. And even easier to get hooked.



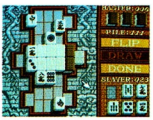
FLAGS OF THE WORLD TILE SET

Just match tiles to remove them. But removing them all requires an observant eye and strategic mind.

Shanghai II's tiles are never arranged the same way twice, so every game is a whole new challenge. And ever more difficult levels await you as your skills improve.

Now, if variety is the spice of life, Shanghai II is hot stuff indeed. For it not only gives you 13 tile layouts to try, but you can select from 11 tile designs and 6 different game modes.

Feeling competitive? Challenge the computer or an opponent to a game of Dragon's Eye where one tries to make the Dragon come to life while the other attempts to prevent it.



DRAGON'S EYE: THE ULTIMATE CHALLENGE

Help yourself to Shanghai II: Dragon's Eye. But beware. Once you start, you'll never get enough!

ACTIVISION.

Shanghai II: Dragon's Eye is available for SNES as well as PC and Macintosh. See your local retailer or call 1-800-477-3650

ELECTRONIC ARTS

GENERAL CHAOS

GENESIS	8 MEG	CARTRIDGE

A new type of military simulator/action extravaganza is here. Entitled General Chaos, you lead your forces through a variety of terrains, and shoot the enemies as they attack. Choose from several combat teams ranging from blood thirsty commandos, to the standard grunts. Strategically place your troops, load up your large arsenal of weapons, and engage in land combat. Special items like the rocket launcher can turn the tide of battle, making a sure win into a devastating defeat. Control your soldiers in the midst of war, letting your fast reflexes take hold. General Chaos molds together the two themes almost perfectly to create a new concept.



Utter chaos will erupt upon the battlefield in non-stop action.



Choose your team that will go up against the enemy forces.



The story unravels within the war room. Check out the graphic cinemas.

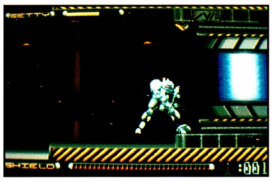
KEMCO

G-2

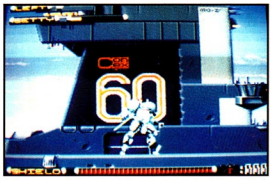
SUPER NES	UNK. MEG	CARTRIDGE

Welcome to G-2, the next generation of robot warfare. You control a three-story-tall battle android. Your offensive capabilities are great. You are armed with a high density plasma saber, able to carve holes in tanks. With the inception of this new technology, it was bound to happen - that criminals would get their hands on them. It is up to you to stop them. With the might of an entire army, you will smash your way through fifteen levels of cybernetic scenery.

Action lovers will cluster around this one, as it's filled with mind-blowing intensity and great multi-scrolling backgrounds. The levels are long and tough. Only the greatest of warriors will see it through. Are you ready for G-2?



An enemy outpost lies in wait of your attack. Could it be a trap?



Charge out onto the enemy battleship, and destroy it from within!

SEGA

GOLDEN AXE 3

GENESIS	UNK. MEG	CARTRIDGE

The Golden Axe series has always been known for its sword-swinging action, and the third game in the series is no exception. Boasting superior graphics and sound, this game may prove to be the best Golden Axe yet! Four brave heroes have stepped forth to combat the many magical beings that have suddenly started attacking the realm. The Barbarian and the Amazon are back along with a brand new Lizard man and also an Ogre. Sorry Dwarf fans, that character is not here. With this sequel comes more moves and spectacular magic powers. They are a sight to behold. Fans of Golden Axe take note, you won't have long to wait for one of the best hack-and-slash games ever.



Each character has a special move that can maul an enemy.

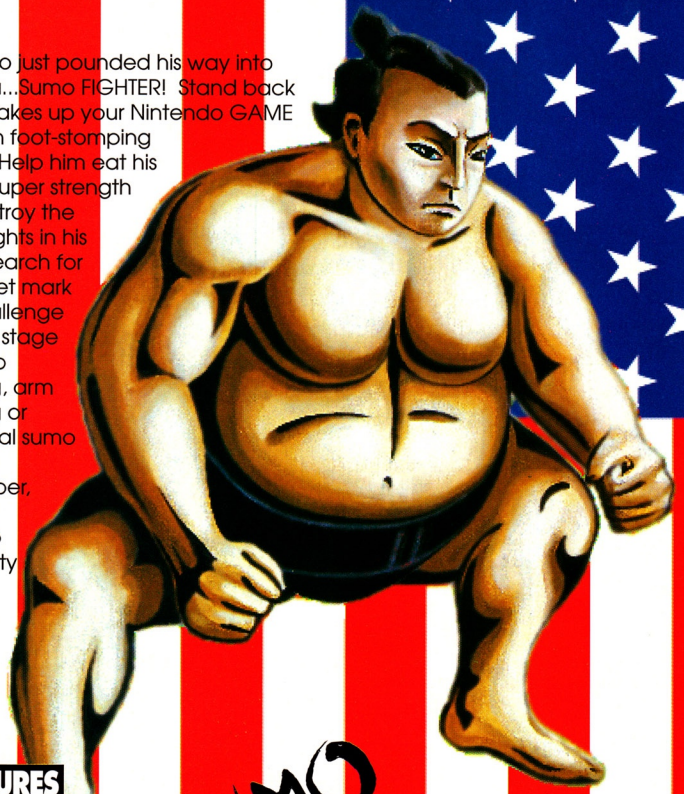


Hacking and slashing in this Golden Axe has never looked better!

NOW IN THE USA

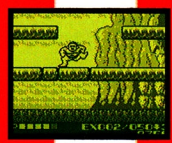
DTMC

Look who just pounded his way into America...Sumo FIGHTER! Stand back as he shakes up your Nintendo GAME BOY with foot-stomping action. Help him eat his way to super strength and destroy the lightweights in his path. Search for the secret mark and challenge a bonus stage of thumb wrestling, arm wrestling or traditional sumo fighting. Remember, don't forget to eat plenty of rice!









FEATURES

- 1 Meg Cart
- 1 Player
- Password
- 15 Stages
- 3 Play Levels

SUMO FIGHTER™

GAME BOY®

Nintendo®

Official Nintendo Seal of Quality

Nintendo® and Game Boy® are trademarks of Nintendo of America. ©1993 Nintendo of America Inc. Sumo Fighter is a trademark of DTMC. DTMC is a trademark of DTMC Inc. Sumo Fighter is developed by I'MAX/KID. Ltd. ©1993.

TRADEWEST

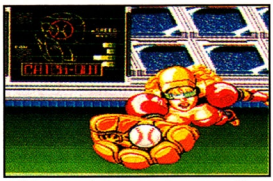
2020 BASEBALL

SUPER NES	12 MEG	CARTRIDGE

Those of you who are familiar with the Neo•Geo know that 2020 Baseball is one of the best baseball games on the market. Now a wonderful translation of this fine game of baseball is heading for the Super NES. Very few elements from the original have been taken out, so this translation is as close as you can get. A few of the voices are missing, but all the sports fun is still here! When there is a special play, the camera zooms in on the animated sequence! To add to the excitement, land mines are placed in the outfield! Your players can be male, female or even a robot! Is 2020 Baseball the future of America's favorite pastime? Who knows? But you can play it now.



It doesn't matter who you are: man, woman or robot, you can all bat!



Extra special moves are zoomed in to show the fast-paced action!



If you do a great job your player will get an applause from the audience.

ACTIVISION

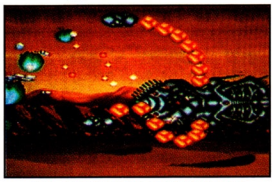
BIO-METAL*

SUPER NES	8 MEG	CARTRIDGE

That awesome shooter Bio-Metal is finally coming to the States, compliments of the folks at Activision. This intense shooter has you taking the battle to the alien forces before they could reach Earth and her colonies. Your ship is an advanced prototype, untested in combat, but our best bet in destroying the alien armada. It is capable of being powered up with special icons found throughout the battlefield, that give it massive firepower. Your ship will need all the power it can muster, as the enemies are plentiful, not to mention very powerful. The bosses and mid-bosses are really gigantic, and will possibly destroy your ship. Can you take control of Bio-Metal, the first cybernetic fighter ship?



Fly through the night sky while avoiding plasma blasts and bullets.



The mini-bosses are tough and vicious. Better keep your distance.

ACTIVISION

SUPER AIR DIVER*

SUPER NES	4 MEG	CARTRIDGE

The long-awaited sequel to the classic Genesis shooter is here! This time it's slated to come to the Super NES, and it looks hot! Super Air Diver, like its predecessor, will contain fast-paced aerial combat thanks to Nintendo's DSP chip. Looking much like Pilotwings, Super Air Diver holds much promise. The enemy jets are not simple mindless drones, but combat-ready aces! The control will be topnotch, and the dramatic use of Mode 7 will simulate the skies of the world. Anyone who has ever dreamed of flying an elite fighter will thrill to the sheer realism of this cart. From the swarms of fighters to the dog-fights, you will be impressed. Super Air Diver is definitely a worthy sequel.



Fly in low over the cityscape. Blast any enemy you encounter!



The ocean carries some of its own dangers. Beware of a quick death!

* PICTURES ARE PRELIMINARY AND ARE SUBJECT TO CHANGE.
* WORKING TITLES

OVER $30,000 IN PRIZES

CALIFORNIA GAMES II

ULTIMATE CHALLENGE

Snowboarding



Grand Prize
(1 winner)
Stereo System
($2000.00 in value)

Snowboarding
Entry
Closed

Bodyboarding



Grand Prize
(1 winner)
Stereo System
($2000.00 in value)

Bodyboarding
Entry
Closed

Hang Gliding



Grand Prize
(1 winner)
Wide Screen Stereo
Color Project. TV
($3500.00 in value)

Hang Gliding
Entry
Deadline
4/30/93

Skateboarding



Grand Prize
(1 winner)
Stereo System
($2000.00 in value)

Skateboarding
Entry
Deadline
5/31/93

Jet Surfing



Grand Prize
(1 winner)
Wide Screen Stereo
Color Project. TV
($3500.00 in value)

Jet Surfing
Entry
Deadline
6/30/93

In Each Event:

2nd Prize	(1 winner)	Camcorder, ($1000.00 each in value)
3rd Prize	(1 winner)	Video Laser Disc, ($ 600.00 each in value)
4th Prize	(2 winners)	Compact Disc Player, ($250.00 each in value)
5th Prize	(30 winners)	Boy London Watch, ($50.00 each in value)

Just how good of a player are you anyway? You may think you're great, but can you win the title of "Most Excellent Dude" or "Dudette?" Here's your chance to achieve greatness in five wayout events, plus win some ultra cool prizes to boot. So buy California Games II for your Super Nintendo, start practicing, and match your skills against the world! See scoreboard, above, for entry deadline dates. Watch the scoreboard for future details in EGM and Game Pro magazines.

Rules:

- Each event will be played and scored separately. When you think you have a top score to beat, take a photo of your score with you in the picture and send it to:

DTMC Inc. "Ultimate Challenge", 370 Convention Way, Suite 202, Redwood City, CA 94063.

Include your name, address and phone number with your entry. Entry must be received by DTMC on or before entry deadline date.

If your score stands at the end of the event, you'll win the GRAND PRIZE for that event. Of course, you can keep playing and send in another score should you top yourself.

- All other prizes will be awarded based on other top scores for each event. In the event of a tie score, our judges will randomly draw a winner, with the other player(s) dropping to the next level of prizes. The decision of the judges in the selection of the winners is final. Prizes are not transferable. Prizes listed are subject to availability. DTMC Inc. reserves the right to substitute prizes of equal or greater value or cash. Taxes are the responsibility of the winner.
- Neither DTMC Inc. nor the judges will be liable for lost or misdirected mail. Incomplete entries are ineligible. Employees, families and affiliates of DTMC Inc., EPYX Inc. and Silicon Sorcery are not eligible to enter. Not sponsored by Nintendo. This contest is open to residents of the USA and Canada only. This contest is subject to all federal, state and local laws and regulations. Void where prohibited.
- Winner names, photos and prize information may be used by DTMC Inc. for promotional or advertising purposes without further compensation.

To take a photo of the Super NES screen, use a 35mm camera without a flash. Turn out the lights in the room and take your best shot.

LICENSED BY Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

Nintendo®, Super NES™ and Super Nintendo Entertainment System® are trademarks of Nintendo of America.
©1993 Nintendo of America Inc. DTMC is a trademark of DTMC Inc. California Games II is a trademark of EPYX Inc. EPYX is a trademark of EPYX Inc.

T.T.I.

EXILE 2

DUO	CD	CD-ROM

The Templar Knights return in Exile 2! Join the lone warrior Sadler as he once again must free his land and its people from oppression. Sadler's journey starts once he leaves the confines of the town. Once he is out into the wastelands he will meet creatures such as the vicious scorpions. To aid in his quests, he will befriend some fellow adventurers. Sadler will learn magic, and gain the use of mystical weapons and objects.

This enhanced sequel has music even better than the first! The cinema displays are done really well, and help bring this adventure alive for the player. The action scenes are done well, too. A good action RPG.



The graphic cinemas of this game are enhanced over the original.



Stock up on weapons and supplies before leaving the town's safety.



Fight your way across the treacherous wastelands in search of an oasis.

SEIKA

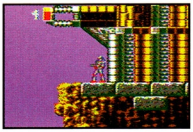
SUPER TURRICAN

NES	UNK. MEG	CARTRIDGE

The classic shoot-a-thon is now coming to the NES. Just like its bigger brother on the Super NES, this one has plenty of action and enough power-ups to tilt a camel. It's an all-out assault against an impending alien invasion, with your powerful android about to take it all on. Collect icons to gain massive firepower and shields. Storm a variety of battlegrounds filled to the brim with aliens. Oh what fun!



The catacombs are teaming with alien life-forms. Blast away or die!



Invade the enemy base and strike out with your powerful arsenal.

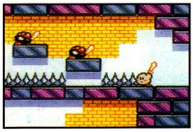
NINTENDO

KIRBY'S DREAMLAND

NES	UNK. MEG	CARTRIDGE

Originally on the GameBoy, this popular title is now going to be enhanced for the NES. While the largest addition to this game is color, fans will find all new secrets and a lot more fun.

Like before, Kirby must travel through a variety of lands that are full of challenges. If you liked the GameBoy version, you'll love this enhanced cart. It's loaded with the action die-hard players demand in their adventures.



A word to the wise. Watch out for the spikes; it hurts when you touch them.



Swim while looking for the exit out of this strange world. Hurry!

LJN

SPIDER-MAN 3: SPIDER SLAYERS

GAMEBOY	UNK. MEG	CARTRIDGE

The continuation of Spider-Man's epic struggle to stop crime is here: the third GameBoy game entitled Spider Slayers. Look for all the action that made the first two so popular here. Spider-Man is now being hunted down by the police and the criminals. To make his matters worse, a group of super-villains are developing a special weapon to destroy the web-slinger once and for all. A great sequel.



This is the title screen to this hot GameBoy game. Wait until you see the game.



Swing through Central Park, while avoiding the police and the burly thugs.

TAKE IT FOR A SPIN

SUNSOFT®

TAZ-MANIA



Sunsoft is a registered trademark of Sun Corporation of America.
© 1992 Sun Corporation of America. TAZ-MANIA, characters, names, and all related indicia are trademarks of Warner Bros. © 1992.

NEXT WAVE DIRECTORY

NINTENDO

Magic Candle World	Amer. Sammy
Trolls in Candy Land	Amer. Soft.
Mighty Final Fight	Capcom
Dragon Warrior 4	Enix
Hillsfar	FCI
Mickey's Safari	Hi-Tech Exp.
Pro Sport Hockey	Jaleco
Young Indy	Jaleco
Konami Grand Prix	Konami
Crash Dummies	LJN
F117A Stealth Fighter	MicroProse
Mario is Missing	Soft.Tool Works
Addams Family Animation	Ocean
Dennis the Menace	Ocean
Jurassic Park	Ocean
Wizard of Oz	Seta
Happily Ever After	Sofel
Dracula	Sony Imagesoft
Fire 'N Ice	Tecmo
NBA Basketball	Tecmo
Where's Waldo 2	THQ
Brainees	Titus
Indiana Jones: last crusade	UBI
Prince of Persia	Virgin

SUPER NES

Mortal Kombat	Acclaim
NFL Quarterback Club	Acclaim
Acclaim's World Cup Soccer	Acclaim
Aliens vs. Predator	Activision
Bio-Metal	Activision
Kaboom	Activision
Pitfall	Activision
River Raid	Activision
MechWarrior	Activision
Super Air Diver	Activision
Super Power Punch	Amer. Soft.
Football Fury	Amer. Sammy
Might & Magic 2	Amer. Sammy
Diamond Chall.	Amer. Technos
Super Dodgeball	Amer. Technos
Ardy Lightfoot	Ascii
Dominus	Ascii
Kitaro's Adventures	Bandai
SD Great Battle	Bandai
Toxic Crusaders	Bandai
Aladdin	Capcom
Capcom's NFL Football	Capcom
Final Fight 2	Capcom
Goof Troop	Capcom
Ultimate Fighter	Culture Brain
Dashing Desperados	Data East
Monday Night Football	Data East
Cal. Games 2	DTMC
Fist of the North Star	ElectroBrain
Future Zone	ElectroBrain
Legends of the Ring	ElectroBrain
Bulls vs. Blazers 2	Electronic Arts
ActRaiser 2	Enix
Dragon Warrior 5	Enix
Seventh Saga	Enix
Ultima 6	FCI
Ultima 7	FCI
Worlds of Ultima	FCI
Humans	GameTek
Kawasaki Carribean Challenge	Game Tek
Battle Grand Prix	Hudson
Beauty and the Beast	Hudson
Dig & Spike Volleyball	Hudson
Fievel Goes West	Hudson
Inspector Gadget	Hudson
Super Bomberman '93	Hudson
Super 3-D Football	Hudson
Claymates	Interplay
Lord of the Rings	Interplay
Rock & Roll Racing	Interplay
Rocky Rodent	Irem
Brawl Brothers	Jaleco
Super Bases Loaded 2	Jaleco
Super Empire	JVC
G 2	Kemco
Top Gear 2	Kemco
Inendo	Koei
NFL Football	Konami
Alien 3	LJN
Incredible Crash Dummies	LJN
Terminator 2	LJN
WWF Royal Rumble	LJN
Noah's Ark 2	Matchbox
F-1 Grand Prix 2	Mc 'O River
Super Volleyball	Mc 'O River
Super Scrabble	Milton Bradley
Mario is Missing	Soft. Tool Works
Championship Wrestling	Natsume
Special Tee Shot	Nintendo
Dennis the Menace	Ocean
Clue	Parker Brothers
Arcus Odyssey	Renovation
Dream Probe	Renovation
F-1 Roc 2	Seta
Equinox	Sony Imagesoft
Aero the Acrobat	Sunsoft
Duck Dodgers	Sunsoft
Superman	Sunsoft
Ren and Stimpy	THQ
Robosaurus	THQ
Blues Brothers	Titus
PRO Quarterback	Tradewest
Super Battletoads	Tradewest
Fables and Fiends	Virgin

GENESIS

Brett Hull Hockey	Accolade
Pele Soccer	Accolade
Mad Dog McCree (CD)	Am. Laser
Mad Dog McCree 2 (CD)	Am. Laser
Space Pirates (CD)	Am. Laser
Who Shot Johnny Rock?	Am. Laser
Sorceror's Kingdom	American Sammy
Alien (CD)	Arena
Mortal Kombat (CD)	Arena
Mortal Kombat	Arena
WWF Wrestlemania (CD)	Arena
Riddick Bowe Boxing	Bignet
SF2 Champ. Ed.	Capcom
High Seas Havoc	Data East
James Bond 007	Domark
Mig-29	Domark
Team Williams Grand Prix	Domark
Stellar Seven (CD)	Dynamix
B.O.B.	EA
Haunting	EA
James Pond 3	EA
Might & Magic 3	EA
World Champ. Wrestling	FCI
Acclaim's World Cup Soccer	Flying Edge
NFL Quarterback Club	Flying Edge
Simpsons: Bart's Nightmare	Flying Edge
T2: Judgement Day	Flying Edge
Brutal (CD)	Game Tek
Family Feud	Game Tek
Harlem Globetrotters	Game Tek
Humans	Game Tek
Humans 2	Game Tek
Jeopardy	Game Tek
Jeopardy 2	Game Tek
Kawasaki	Game Tek
King's Table	Game Tek
Wheel of Fortune 2	Game Tek
Metal Fang	JVC
Dungeon Master (CD)	JVC
Metal Fang (CD)	JVC
ThunderHawk (CD)	JVC
P.T.O.	Koei
Rocket Knight Adventures	Konami
Nolan Ryan Express	Mentrix
F15 Strike Eagle 2	MicroProse
Pirates! Gold	MicroProse
Chessmaster 2100	Mindscape
Rolling Thunder 3	Namco
Splatterhouse 3	Namco
Keeper of the Gates	Razorsoft
Vampire Killer	Sega
B-Bomb	Sega
Citizen-X (CD)	Sega
Cool Spot	Sega
Cyborg Justice	Sega
Dinosaurs for Hire	Sega
Ecco (CD)	Sega
Joe Montana 3 (CD)	Sega
Land Stalker	Sega
Sonic the Hedgehog (CD)	Sega
Spiderman (CD)	Sega
Toe Jam & Earl 2	Sega
Wing Commander (CD)	Sega
X-Men	Sega
Young Indiana Jones (CD)	Sega
Tecmo World Cup	Sims
ESPN Baseball	Sony Imagesoft
ESPN Football	Sony Imagesoft
Star Trek TNG	Spectrum Holobyte
Aero the Acrobat	Sunsoft
Fatal Fury	Takara
King of the Monsters	Takara
Super Tecmo Bowl	Tecmo
Pit Fighter 2	Tengen
RBI 5	Tengen
Sylvester & Tweety	Tek Magik
Thomas the Tank Engine	THQ
Time Trax	THQ
Danny Sullivans Indy Heat	Tradewest
Strider 2	U.S. Gold
Chi Chi's Pro Challenge Golf	Virgin
Terminator (CD)	Virgin

DUO

Battle Lode Runner	Turbo Tech.
Beyond Shadowgate	Turbo Tech.
Bomberman '93	Turbo Tech.
Bonk 3	Turbo Tech.
CD Zonk	Turbo Tech.
Dangerous Journey	Turbo Tech.
Dragon Slayer 2	Turbo Tech.
Dungeon Explorer 2	Turbo Tech.
Exile (CD)	Turbo Tech.
Forgotten Worlds (CD)	Turbo Tech.
Gain Ground 6	Turbo Tech.
Gradius 2	Turbo Tech.
Macross 2036	Turbo Tech.
Macross Simulation	Palsoft/Turbo tech.
Overhauled Man 3 (CD)	Work. Designs
Ranma 1/2	Turbo tech.
Riot City (CD)	Hudson/Turbo Tech.
Spriggan (CD)	Atlus/Turbo Tech.
Sherlock Holmes 2	Work. Designs
Shockman	Turbo Tech.
Samurai Ghost	Turbo Tech.
Time Cruise	Fave/Turbo Tech.

NEO GEO

Art of Fighting 2	SNK

GAMEBOY

Cross Word Challenge	Absolute
Star Trek: TNG	Absolute
NFL Quarterback Club	Acclaim
Star Hawk	Accolade
Trailblazers	Activision
Battle Ping Pong	American Sammy
Trolls	American Softworks
The Little Mermaid	Capcom
TaleSpin	Capcom
Tumble Pop	Data East
Panel Action Bingo	FCI
Runes of Virtue 2	FCI
The Humans	Game Tek
Mickey's Safari	Hi Tech Expressions
Lure Fishing	Hot-B
Rampart	Jaleco
Sword of Hope 2	Kemco
Batman (anima.)	Konami
Tiny Toon Adventures 2	Konami
Zen	Konami
T2: Coin-Op	LJN
Great Greed	Namco
Link's Awakening	Nintendo
Top Rank Tennis	Nintendo
Darkman	Ocean
Dennis the Menace	Ocean
Dracula	Sony Imagesoft
Hit the Ice	Taito
The Flintstones	Taito
Home Alone 2	THQ
Swamp Thing	THQ
Titus the Fox	Titus
Indiana Jones: ATLC	UBI
Legend of Zod	Vic Tokai

GAME GEAR

Mortal Kombat	Arena
T2: Arcade Game	Arena
Desert Strike	Domark
James Bond	Domark
Team Williams Grand Prix	Domark
Bart vs. The World	Flying Edge
T2: Judgement Day	Flying Edge
WWF Steel Cage Challenge	Flying Edge
NFL Quarterback Club	Flying Edge
Humans	GameTek
Jeopardy	GameTek
Wheel of Fortune	GameTek
Chase H.Q.	Sega
David Robinson B-ball	Sega
Defenders of Oasis	Sega
Home Alone	Sega
Talespin	Sega
Tazmania	Sega
Vampire	Sega
Clik-Clak	Sony Imagesoft
Cliffhanger	Sony Imagesoft
Dracula	Sony Imagesoft
Hook	Sony Imagesoft
Last Action Hero	Sony Imagesoft
Strider 2	U.S. Gold
Global Gladiators	Virgin
Robin Hood	Virgin

This listing of upcoming products is current as of February, 1993 and represents future releases announced as planned or under development.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

FATAL FURY

Official Nintendo Seal of Quality

LICENSED BY Nintendo



FATAL FURY

The battle of fate has begun...

Fatal Fury is here, and only Takara brings home all the power of the smash coin-op arcade megahit. Experience heart-pounding Streetfighting action for the Super Nintendo Entertainment System. Battle against cruel and vicious enemies to be crowned King of Fighters!

Blazing fast animation and realistic moves make this game the one to beat! Use all your fighting skills, for each villain is huge and dangerous. Choose from among three fighting heroes — each with his own unique style of fighting. Use fists and feet to defeat all foes but beware — your enemies possess hidden powers that defy the force of Nature itself. Witness their terrible might as they transform themselves, hurling energy blasts, tornadoes, even turning their entire bodies into human torches! And even as you pound them one by one, waiting and watching is the Big Boss himself — the strongest and meanest foe of all!

The battle is joined on a journey through the mean streets of Southtown. Fight hard as day turns to night on the beach, or as driving rain clouds your sight at the Chinese Temple. Superb animation and horizontal scrolling reveal new areas of the challenge, as attack after attack is met and mastered.

Realistic characters, multiple action moves, special skills, all this combined with lightning speed to create the perfect fighting action game. Take on the computer or another player head-to-head. Can you handle the challenge of Fatal Fury and become the King of Fighters?

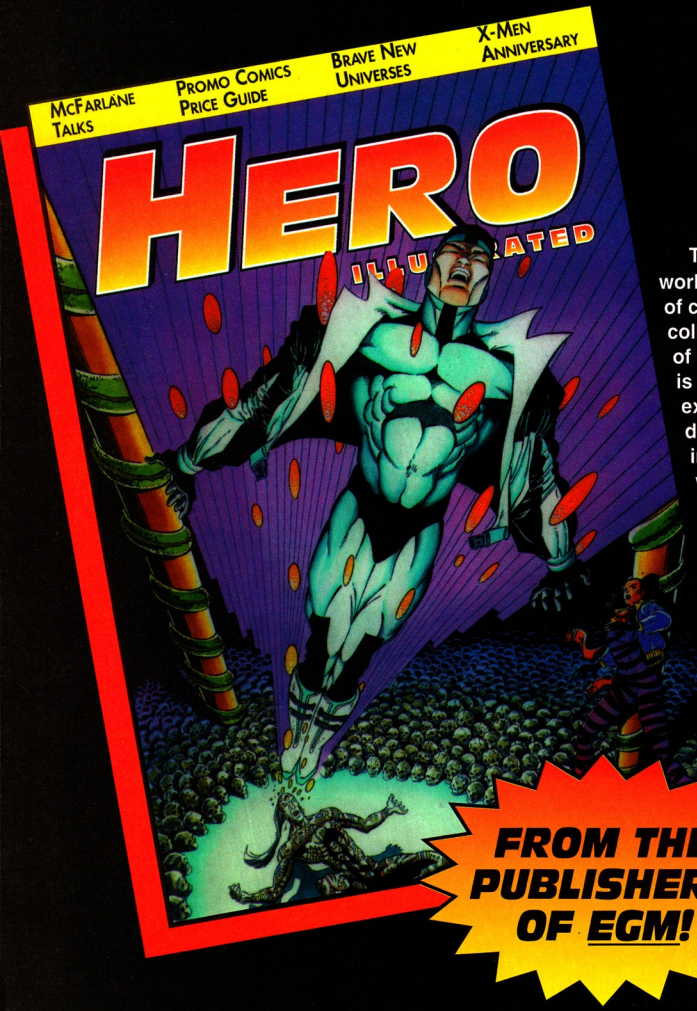
FATAL FURY™ 1991 SNK
©TAKARA CO., LTD. 1993



TAKARA®
Video Game Division
230 Fifth Avenue, Suite 1201-6, New York, NY 10001
Tel: (212) 689-1212, Fax: (212) 689-8839

Nintendo®, Game Boy, Super Nintendo Entertainment System®, Super Nes®, and the official seals are trademarks of Nintendo of America Inc. © 1992 Nintendo of America Inc.

BOLDLY GOING WHERE NO MAGAZINE HAS GONE BEFORE...



ALL NEW! ALL COLOR! ALL OUT!

Take a step into the incredible world of HERO, the new magazine of comics and comic book collecting from the publisher of EGM! Each big issue of HERO is loaded cover to cover with exclusive info on the latest developments in comic books - including special interviews with the hottest artists, reviews of new titles, and a price guide to track the value of your collection in a format unlike anything you've ever seen before!

Printed in four-color throughout, HERO is packed with insider news and exclusive art, as well as exclusive previews and price lists for new non-sport trading cards and collectible action figures! Throw in incredible info on new movies, animation, video games and more, and you get an idea of what HERO is all about!

FROM THE PUBLISHERS OF EGM!

Dr. Mirage TM & © Voyager Communications; Batman/Grendel TM & © DC Comics, Comico, and Matt Wagner; Star Trek: Deep Space Nine TM & © 1993 Paramount Communications; The Amazing Spider-man TM & © Marvel Entertainment Inc.; Cliffhanger TM & © 1993 Carolco Pictures; Mortal Kombat TM & © WMS, Inc. & Acclaim Entertainment; Akira TM & © Streamline Pictures; Godzilla TM & © Toho Co. Ltd.

HERO
ILLUSTRATED

THE HOTTEST NEW GUIDE TO COMICS IS MUCH MORE THAN JUST A MAGAZINE...

HERO "PREMIERE EDITION" COMICS

Packed into every issue you'll find special sneak previews of upcoming comics and original stories created exclusively for HERO! These foil-covered comics will not be found anywhere else, and are sure to be on the top of every collector's "most wanted" list! Rip open HERO #1 and you'll find an original Star Trek: Deep Space Nine adventure that will never be re-printed again as well as an exclusive preview of Batman/Grendel, with original foil-cover artwork by Matt Wagner!





EXCLUSIVE COLLECTOR CARDS

The most incredible array of superheroes and other characters are immortalized in the HERO collection of trading cards! Bearing the hottest names in the business, only HERO can help you complete your card sets with style!

SPECIAL "GOLD CARD" CONTESTS

This is your once-in-a-lifetime shot at the most important and prized comic books of all time! Every month the "HERO GOLD" contest card invites you to scratch and win dozens of prizes ranging from limited edition 'Gold' cover versions of popular titles to incredible signed comics and prints! One lucky reader of HERO #1 will even win an Amazing Spider-man #1 - the ultimate comic book prize!



The HERO Deluxe Package, Found Exclusively At Your Local Comic Book Retailer! The Adventure Begins JUNE 6th!



• FIRST NEWS OF BLOCKBUSTER MOVIES!



• THE GREATEST NEW VIDEO GAMES!



• FANTASTIC ANIMATION AND ANIME!



• CULT MOVIES AND SPECIAL EFFECTS!



• INFO ON THE BEST NON-SPORTS CARDS!



• PRICES AND NEWS ON TOYS & FIGURES!

GENESIS

IT HAD TO HAPPEN, AND NOW HERE'S THE FIRST INSIDE LOOK AT THE HOTTEST GAME EVER...



STREET FIGHTER II' CHAMPION EDITION

GET LOST, YOU DON'T COMPARE TO MY POWERS!

Before we begin the remarkable journey down what could be the game of the year, I would like to take the time out to thank Laurie Thornton, James Goddard, and the rest of the helpful staff from Capcom. Their time and input are what made this piece possible. Now Genesis owners everywhere will have the opportunity to play the game many Super NES owners have dreamed about for months, Street Fighter II: Champion Edition! Hold on to your seats!

Since the Genesis version is based on the Champion Edition upgrade for Street Fighter II, it would be a good idea to focus on the truly excellent differences between Champion Edition and the original version. The following pages are a compilation of the major changes between the two.

The first major change anyone can see is the addition of selectable boss characters at the warrior select screen. This effectively adds four new characters for you to choose and master! Another big enhancement is the ability to play same character versus same character matches. In fact, even if you fight against the computer exclusively, you will still have to compete against a mirror image of yourself! To top it all off, each character was redrawn with more attention given to detail and shading. Characters like Guile, Ken and Ryu are noticeably buff in Champion Edition! Even the large portraits were redrawn, eliminating the kiddish qualities, and adding to the personalities of the World Warriors (Ryu has a 5 o'clock shadow, Guile looks hardened, and Blanka looks even more bestial). Of course, M. Bison's beat-up portrait had to be added as well.

After the preliminary details, the major programming changes are revealed in the game play. Now it's much harder to dizzy opponents. Attacks do less damage each time they're used, so it's a good idea to use a variety of techniques. Certain characters were sped up considerably to even out their abilities. Ken and Ryu were modified to differentiate their personalities and power. Now picking between the two requires an actual decision! New attacks were added, like Chun Li's two new kicks, and Guile's thrusting knee. Other attacks were modified, like Dhalsim's Spear, Zangief's Lariat, and E. Honda's 100 Hands, to name a few. What could be next?

The following is a key to the symbols used for joystick motions and button pushes throughout the rest of this article:

U=Up, D=Down, F=Forward, B=Back, C=Charge for 2 seconds, K1=short kick, K2=forward kick, K3=roundhouse kick, P1=jab punch, P2=strong punch, P3=fierce punch, CB=Charge Back for 2 seconds, CD=Charge Down for 2 seconds, DB=Down and Back, DF=Down and Forward, UF=Up and Forward



This shot is from the arcade version of Street Fighter II Champion Edition.



You be the judge! This shot is from the Genesis SF2 CE. Which do you like best?



This shot shows the Super NES SF2 using the Player vs. Player code.

MY FISTS HAVE YOUR BLOOD ON THEM.



Balrog has a headbutt that really packs a wallop! Press F+P3 while close.



Balrog's lunging hook punch hits ducking foes every time - CB, F+P3



For a powerful lunging uppercut that pummels air attacks, press CB, F+K3



The turn-around punch really evens the odds! Press P1+P2+P3 or K1+K2+K3.

BALROG



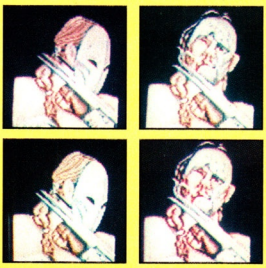
This Las Vegas fighter is battling for the American Dream of being the best warrior in the world.



VEGA



Vega wants to vanquish all the ugly contestants in the Street Fighter World Championship.



HANDSOME FIGHTERS NEVER LOSE.



Vega has an air throw - F+P3 while close in the air.



Vega's backdrop hurts! Press F+P3 while close.



Use the backflip to avoid attacks - B, B quickly.



Vega can bounce off the wall better than Chun Li.



The swan dive is good on slow foes - CD, U, F



The air drop is deadly if perfected - CD, U, F+P2.

VEGA'S ROLL IS A GUARANTEED FOUR-HIT WHEN USED UP CLOSE!!

Each frame of animation counts as a hit, but he can be swept.
CB, F+P3



YOU'RE NOT A WARRIOR, YOU'RE A BEGINNER.



Sagat has a new deadly throw! To give your foe a heave, press F+P3 when close.



Sagat has two levels of Tiger Blasts! High - D, DF, F+P; Low - D, DF, F+K.



Sagat has a double-hit Tiger Knee! It's great on dizzied foes - D, DF, F, UF+K3.



Sagat's Tiger Uppercut doesn't make him weak on the way down now - F, D, DF+P.

SAGAT



Sagat dreams of defeating Ryu in combat and regaining his title as Street Fighter Champion.



M. BISON



Major Bison is a dictator who will rule the world unless defeated by the World Warriors in combat!



GET LOST, YOU DON'T COMPARE WITH MY POWERS.



M. Bison has the most powerful throw of all the World Warriors - F+P3 when close.



M. Bison's Scissor Kick hits twice! Add a low forward for 3 hits - CB, F+K3.



M. Bison's Head Stomp can hit twice as well - CD, U+K (1st hit), F+P (2nd hit).



The Flaming Torpedo is deadly against blockers and most air attacks - CB, F+P









FIREBALLS PASS THROUGH RYU'S HURRICANE KICK!



By waiting until the last possible moment, Ryu can surprise a persistent fireball thrower by passing **through** the fireball! It only works at the start of the spin.



RYU



Ryu has stronger attacks, a faster fireball, and a devastating, powerful Hurricane Kick that knocks players down in one hit! He is still as slow as he was in the original version.

KEN



Ken has been enhanced with a wider Dragon Punch, a fast Hurricane Kick, and has been given more quickness overall. His best techniques are the Triple Dragon Punch and the deadly Eggbeater.









A TRIPLE DRAGON PUNCH? AN EGGBEATER?



Tap fierce the instant before doing a fierce Dragon Punch!

Perform a roundhouse Hurricane Kick as your foes start to rise!











GUILE'S FIERCE FLASH KICK NOW HITS TWICE!



Guile's Flash Kick is even more fearsome now that his Fierce Flash Kick hits twice! Short and Forward hit once. This will sure spice up old combos!



GUILE



Guile has a new enhanced Flash Kick that hits twice when the Roundhouse button is used. He also has a new "knee thrust" (shown above - F+K2) that leaves him wide open to attacks.







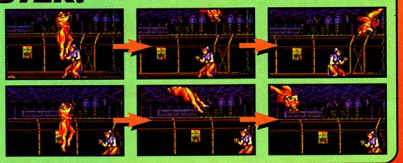


CHUN LI HAS TWO NEW KICKS FOR YOU TO MASTER!



While near your opponent, press **F+K3** to do an over-the-top knee.

While near your opponent, press **F+K2** to do a backflip kick.



CHUN LI



Chun Li has been sped up just enough to make her the hardest character to catch! Her Wind Kick releases and stops faster, and she has two new kicks to add to her wild acrobatic style.

BLANKA



Blanka doesn't take much damage when hit in his Roll Attack, and he can Shock opponents much faster now. His recharge time for multiple Rolls has been tightened up to make it easier.





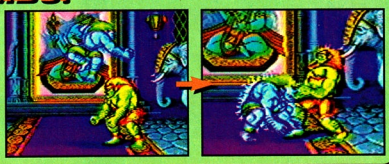




BLANKA NOW HAS A DEADLY SHOCK COMBO!



Blanka can now do a jump strong, strong shock combo by pressing rapidly on the strong button on the way down from his jump. Ouch!











YOU CAN WALK WHILE DOING THE 100 HANDS SLAP!



Just push forward while doing the 100 Hands Slap to slowly creep forward. Beware! Any low jab will stop E. Honda's 100 Hands Slap now.



E. HONDA



The champion Sumo wrestler is faster, stronger, and has a better defense than before! His Sumo Torpedo is VERY fast, and he can walk while performing his 100 Hands Slap!

MOVING LARIAT! BIG BOUNCE OFF SCREWDRIVER!



Walking with the Lariat Punch is a good way to knock some sense into persistent fireball throwers, and it's also a good way to escape a foot sweep.



The large new bounce after a Spinning Pile Driver, or Screwdriver, was designed to fling the fighters apart so Zangief can't cheat.



ZANGIEF



Zangief has been given the ability to move while performing the spinning lariat, and his defensive power has been greatly strengthened. Overall, his Spinning Piledriver range was increased.

DHALSIM



Dhalsim just isn't as lethal as he used to be, even though he has been improved. Both spear moves have been modified, and can be executed anywhere in the air, not just at the top of a jump.









DO EITHER SPEAR ATTACK AT ANYTIME!



To do the spear moves at anytime, press D+P3 or D+K3 while in the air. The Yoga Spear is good against air attacks, while the Yoga Mummy hits low.





THE RANGE OF EACH MOVE HAS BEEN RECALIBRATED TO REFLECT THE ONSCREEN IMAGE...



Notice how the "attack burst" now hits the middle of the car. The range has been extended by



nearly an inch. Before Champion Edition, your foot would pass harmlessly through the car!

As you play, you may notice how certain hits have a longer, or possibly shorter, range. One fine example of range tweaking is Ken and Ryu's close Roundhouse Kick, commonly called the Axe Kick. This double-hit move could not strike the damaged car in the original version of Street Fighter II, but now it can. The range of this move has been increased to reflect its actual length. Other attacks, like Chun Li's low Roundhouse, have been shortened to the proper length as defined by the onscreen image. This has increased the overall playability and number of advanced techniques available to expert players. Good job, Capcom!

HERE'S HOW TO STAY IN CONTROL...

Now that it's official, kids across the country are curious as to how Street Fighter II will be controlled with only three buttons. To be honest, this is one of the most innovative, and sadly, most aggravating problems the Genesis has faced with Street Fighter II.

The most obvious solution is, of course, a new six-button controller for the Genesis. In fact, both Sega and Capcom are creating six-button controllers for the Genesis as you read this! The Sega controller will be a pad style like a normal Genesis controller, but with three new buttons, labeled X, Y, and Z. To maintain control pad compatibility with past games, the addition of a MODE button will be necessary. The Capcom controller will be designed as a joystick similar to the Super NES Fighter Power Stick. One main difference is that the stick will have the MODE button to toggle between three-button and six-button modes.

Of course, what about the people who can't afford to blow big bucks on two new controllers (including myself!), how will they be able to play Street Fighter II? Many rumors have floated around about Capcom opting to go with the button-timer technique TTI used when developing the Fighting Street CD years ago. This method uses two buttons; one button is for punches, the other is for kicks. To differentiate between the three strengths of punches and kicks, the player would have to hold down the button for a specified length of time to achieve the desired effect. The longer a button was held down, the stronger the attack. Fortunately, Capcom realized that this method severely damages the ability to perform the devastating combos possible in Street Fighter II and opted to go with the toggle method.

The toggle method will use the Start button as a switch to exchange between punches and kicks. In the standard position, the three Genesis controller buttons will perform as jab, strong, and fierce punches. With a quick press of the Start button, they will become the short, forward, and roundhouse kicks. This method will insure that the timing will remain relatively unchanged. This is, unfortunately, very cumbersome, and it still is not smooth enough to play like the arcade. Punch-kick combos are nearly impossible while using the three-button mode. This method also won't allow pausing in a game!

After testing the various options, the only real option is to go out and fork out the extra dough for the six-button controllers. The real decision will be whether or not to wait until several controller companies (such as C&L Controls, etc) decide to create their own six-button controllers for the Genesis. Odds are, many of these controllers will use actual arcade parts that will last much longer than either the Power Stick or Sega pad. The feel will also mimic the arcade as well. If money is an issue, you may want to start saving now, because future games may also use the advanced capabilities of the six-button controllers, and you don't want to miss out on any of it!

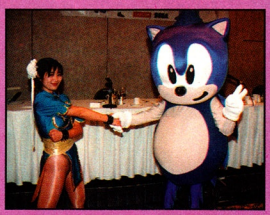


Sega is on the way to making a 6-button pad like this Japanese controller!

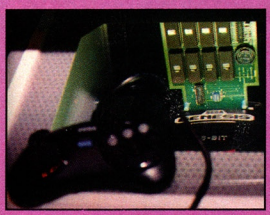


Look out! A new Capcom SF2 controller is on its way to the Genesis homefront!

WHAT ELSE HAPPENED AT THE SEGA/CAPCOM PRESS CONFERENCE? THOUGHT YOU'D LIKE TO KNOW...



Just when you thought Sonic and Chun Li would be duking it out, they're quickly becoming friends!



Surprisingly, Capcom and Sega had a 75% complete prototype at the press conference, with a six-button pad!

Of course, with the introduction of a six-button controller in Japan, word was a-buzz about Street Fighter II for the Genesis. Rumors ran rampant, and Capcom even went so far as to completely deny that Street Fighter II would ever be released for any system other than the Super NES. It was a grand surprise to learn that not only was SF2 being released for the Genesis, but it would be the Champion Edition, not the original! In fact, the prototype at the conference was playable, with only a few backgrounds, endings, and tweaking left to be completed. As you read this, the production version should be finished!

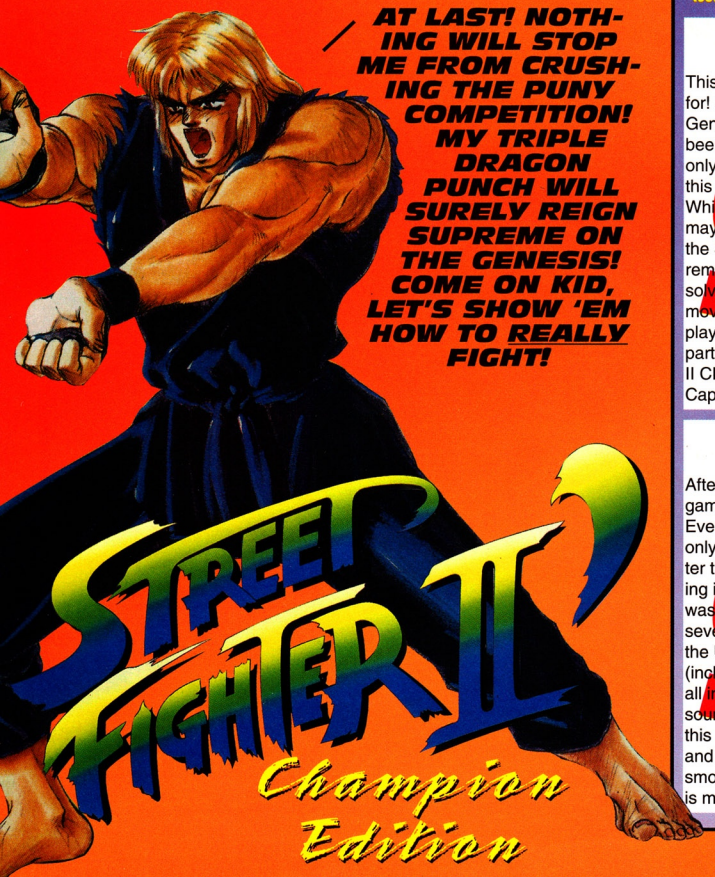
WORRIED ABOUT THE DIFFERENCES IN COLOR AND DETAIL? TAKE A LOOK AT THESE HOT SNAPSHOTS OF SF2!



Here is the close-up of the Street Fighter II Champion Edition screen. Is it as detailed as the Super NES?



Here's Super NES SF2. Note the quality of the shading and detail, but also the size of the fighters! Any winners?



THE FIRST HANDS-ON PREVIEW REVIEWS!



These reviews are based on an early test copy of SF2 CE for the Genesis.

ED

This is the game worth waiting for! Street Fighter II CE for the Genesis was everything I had been hoping for. Although it was only 80% complete at the time, this version had much to offer. While the animation and sounds may not have been up to par with the Super NES version, the remaining 20% will hopefully solve this problem. The combo moves are easy to execute and playing as the bosses is the best part of all. Overall, Street Fighter II CE is a great effort between Capcom and Sega!

KEN

After several hours of die-hard game play, I was very impressed. Even though this version was only 80% complete, it played better than the arcade version! Basing it on the Japanese version was a smart move, as it adds several elements missing from the U.S. game. The combos (including some new ones) are all intact, and I trust that the sounds WILL be improved over this prototype. The colors, detail, and animation may not be as smooth as the Super NES SF2, it is more complete thus far.

BEHIND THE SCREENS

AN INTERVIEW WITH ARGONAUT SOFTWARE --

The inventors of Nintendo's Super FX Chip and the designers of StarFox!



Jez San, Managing Director of Argonaut, gives some insight into the SFX chip.

Editor's note: EGM orchestrated the following exclusive interview with Jez San at the Argonaut Software development studio in London, England.

EGM: How did the Super FX (SFX) chip and StarFox projects come about?

San: It started before the Super Nintendo actually came out. The Super Nintendo consoles weren't designed to run 3-D games. We received a SUPER NINTENDO prototype machine in summer 1990 and within a week we had a sort of Battlezone 3-D game working on it.

We showed Nintendo and they weren't too impressed. To improve the game, we realized that we needed a hardware boost. Nintendo showed us the DSP chip used in Pilotwings. We evaluated the chip and decided it was really only a math engine - it couldn't accelerate graphics. It was perfect for Pilot-wings and other games like Super Mario Kart but it couldn't handle polygon graphics, sprite rotation, etc.

After negotiating with Nintendo of America, they agreed to fund our development of the SFX chip.

It took us about a year to design the prototype chip here. Then it took another year for the production engineering, which was done in Japan.

The SFX chip costs more than $1 million to develop.



EGM: And then came StarFox?

San: StarFox was a joint development between us and Nintendo from the very beginning to the very end. Argonaut did all the programming and Nintendo handled most of the creative stuff like artwork and music. We jointly developed game play.

A lot of Japanese players don't appreciate 3-D games, so Nintendo hopes to turn their heads with StarFox.

Shigeru Miyamato, designer of Mario, Zelda and now StarFox, is a brilliant game designer. StarFox is his baby, and the quality shows.

Every level of StarFox is designed to try out another idea on 3-D. I call one of the levels "Tetris from Hell" where there's blocks coming at you from all sides, and you've got to try and stay in the center and dodge them. It's very exciting to play.

EGM: Is it true that the SFX chip was originally dubbed the "Mario" chip?

San: The Mario chip was our code-name for the SFX chip before it was built. It was

a joke name, obviously. The name did stand for something, though - Mathematical Argonaut Rotation I/O chip. That was a way of working our name in but Nintendo though it might cause some confuslon because the Mario game series is something completely different from the Mario chip. SFX is a better name anyway. *Editor's note: The Super FX chip is still labeled as Mario on the Japanese circuit board.*

EGM: What SFX games will we see next?

San: That's entirely up to the designers and programmers and their imaginations.

Since F-Zero first introduced Mode 7, there have been several similar racing games. With the high expectations we have for StarFox, I'm sure there's going to more "me too" space shoot-em-ups.

Other 3-D games on the Super Nintendo are weak in comparison to StarFox, so Nintendo has decided there's no point in releasing watered-down 3-D games that don't use the SFX chip. Nintendo doesn't release a game unless they feel it's going to be a hit. They develop far more games than actually come out.

There will probably be a StarFox 2. Nintendo has definitely said StarFox is the first in a series of video games using these characters.

Future SFX games will probably have more texture mapping. StarFox is just a taste of what's to come.

EGM: Do you have any more chips like the SFX in the works?

San: Sure we have hardware development and we're busy working on other things. We can't talk about these projects but you'll see them in the next year or so. Chips take a long time to develop and we weren't able to start anything else until the SFX chip was finished.

EGM: What's in the future for Argonaut Software?

San: The long term future is CD. There are already 16-megabit games now like Street Fighter 2. In a year's time, there will be 32-megabit games that will be even more expensive. But a single CD can hold something like four gigabits! We're doing a lot of CD-ROM development on all formats - including Sega CD, Super Nintendo CD, 3DO and lots of other formats when they come out.

We're developing motion video compression technology for CD and have done some CD interpretations of cartoon and movie titles. We're also working on our own original projects. We don't like to go down one alley in case it's a dead end.

EGM: Wow, it sounds like you guys are busy. Anything else?

San: We are doing a lot of games for T•HQ now. Kids love our Ren & Stimpy game for Super Nintendo because of the cute animation while the adults go for its weird, idiosyncratic characters. We've done a new Super Nintendo interpretation of Home Alone 2, too. But it's not based on the movie. We've taken the characters from the film and created a totally new game story involving them. It's probably going to be called Kevin's Dream or Kevin's Nightmare. With such a totally original interpretation of the characters, we're left on our own to do the game play. It hasn't been, "Follow the movie script or else," so we're concentrating on game play rather than license. We're doing that with a few games.

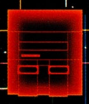
Wayne's World for the forthcoming Super Nintendo CD-ROM accessory is like a big cartridge game on CD. It's the equivalent of a 64 megabit game! When the CD-ROM machine is released, we'll put it all together on CD and add some motion video from the original movie and a lot of heavy metal music.



"Every level of StarFox is designed to kind of try out another idea on 3-D. I call one of the levels "Tetris from Hell" where there's blocks coming at you from all sides, and you've got to try and stay in the center and dodge them. It's very exciting to play that level." -Jez San



Argonaut Software's design team spent long hours working on the SFX chip. They're already working on new SFX games!



SUPER NES

STARFOX

A NEW GENERATION FOR SUPER NES!

Get ready to enter a whole dimension in home video gaming! StarFox is first cart that utilizes Nintendo's revolutionary new Super FX chip. This technology allows the Super NES to handle smooth polygon graphics and manipulate multiple sprites with Mode 7! The story is simple: the galaxy is being threatened by an evil scientist known as Emperor Andross. You must lead a group of rather strange copilots in an attack against the offending armada. There are three different attack levels to choose from, each with a variety of challenges. There is a training mode where you can get used to your ship's controls and a configure screen for your controller. Check out this incredible cart for yourself!

SUPER FX

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NINTENDO	SUPER NES	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	13	SHOOTING	100%

IMPORTANT POWER-UPS TO LOOK OUT FOR



EXTRA BOMB
This adds a Nova bomb to your arsenal.



EXTRA SHIP
Shoot 3 drones and it appears in the middle.



TWIN SHOT
Enhances your gun. Get it twice for more power.



POWER SHIELD
Protects you from damage for a limited time.



YELLOW STARS
Fly through to regain a little of your shield.



GREY STARS
Gives you much more shield than yellow.



FLASHING STARS
Recharges shield and gives halfway point.



MASTER THESE TECHNIQUES TO WIN!



BLASTER
Your main weapon for the game.



BOOST
A blast of speed to avoid danger.



BRAKE
Slow down to avoid danger.



NOVA BOMB
Destroys all enemies on screen.

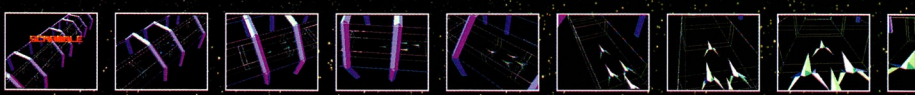


ROLL
Roll right or left, or even 360 degrees!



CHANGE VIEW
Choose from 3 views in space.









TRAINING MODE

Practice shooting, flying through rings, and keeping in-flight formations.



STAGE CLEAR

At the end of each stage, you'll receive points based on your team's health.



CONTINUE

You'll be given credits so you can continue. You can rotate and scale the ship.

YOU AND YOUR CREW!



Fox McCloud



Falco Lombardi



Peppy Hare



Slippy Toad



THE MAIN MAP

This is where the fun starts. You can choose from three different difficulty levels depending on which path you take. The easiest one to complete is the middle path. There is also a hidden stage in the Black Hole, but getting to it is a mystery you must solve. Each path has a variety of different challenges for those brave enough to try.





LEVEL1/STAGE1: CORNERIA

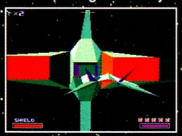
After a super intense scramble you find yourself hovering over the planet surface of Corneria. The level is filled with weaker enemies and is guarded by the Boss you saw in the introduction.





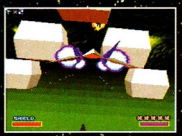
LEVEL1/STAGE2: ASTEROID BELT

You must navigate through this dangerous asteroid field while obtaining power-ups and protecting your friends. The boss has two modes of attack and will try to ram into you if you stay still.













LEVEL1/STAGE3: SPACE ARMADA

Blast through a giant armada and fly into the mother ship for the kill.



LEVEL1/STAGE5: METEOR

Watch for huge enemy walkers and destroy the Boss's legs to win.



LEVEL1/STAGE5: VENOM

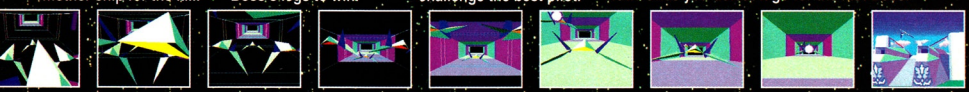
Super intense outer space dogfighting will challenge the best pilot.





LEVEL1/STAGE6: VENOM INNER CORE

After defeating the Boss of level five you will descend into the last level. First take on the Boss from the previous level. It has three attack modes now! Once you defeat it go for the last Boss!



SUPER NES

TAKE PHOTOS OF PLACES!



















Along the way, you will visit many different sights and wonders. You can enter the parks when the items are returned and you can take pictures for your album!

RESEARCH IS RECOMMENDED!

You will need to research individual artifacts to answer the questions!



A brick is missing from the Great Wall. Can Luigi find it in time?

A missing cannonball has closed down the Kremlin until it is returned.





Luigi has to locate a large item, namely an elephant from a park!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	MINDSCAPE	SUPER NES	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	15	EDUTAINMENT	95%

THE SHOCKING KIDNAPPING!








MARIO IS MISSING!



ANSWER THE QUESTIONS

Go to these booths to return the items, but you will need to have some knowledge of the item in order for the return to be accepted!





Some questions can be really tough to answer!



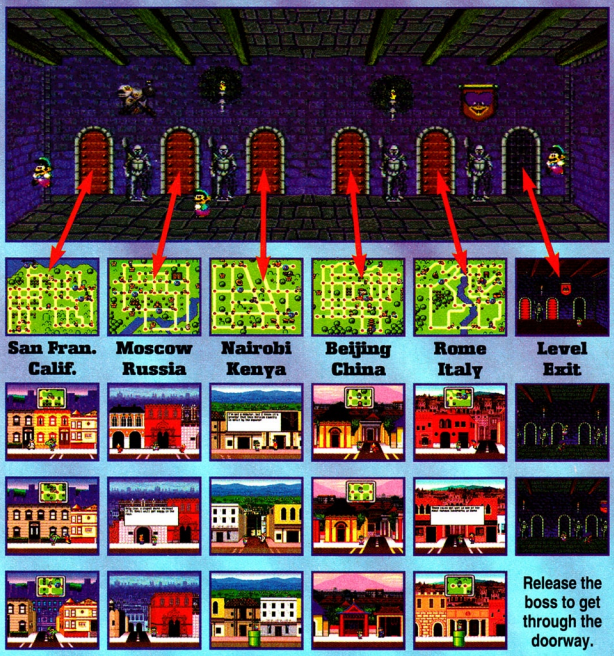
Some questions also have humorous overtones!

Now Luigi Gets to Save the Day!

The hope of all hedgehogs has actually happened! Mario has been kidnapped while he, Luigi, and Yoshi were about to enter Bowser's castle! So now you have to play out the part of Luigi and try to defeat all the Koopas that are roaming the world, return stolen artifacts, and slowly work your way into the place where Mario is held captive! Let us hope that you can make a difference!

You have to enter doors that will teleport you to different cities that are dotted about the world. And, in order to clear the stages, you must defeat Koopa Troopas, and return stolen artifacts to their rightful places. You will need to learn about where you are and the artifacts you have in your possession in order to proceed. A unique game that is fun for all ages!

A STEP-BY-STEP TO DISPLAY HOW THE SEARCH WORKS



Release the boss to get through the doorway.



First, you will need to decide on which door to enter. To the left is a map of which doors lead to where in stage one.



In a particular city, you will need to smash turtles to find the ones that are carrying the artifacts. Collect and return them.



Take the artifacts to these information booths. Answer two questions and you will receive a reward!



With all the details of the city, guess where you are and have Yoshi pick you up so that you can exit the place!



After all the level doors are completed, you will need to fight a boss. Most of them aren't that hard, but they take time.

HERE ARE BUT A FEW OF THE CITIES YOU WILL ENTER!



Your mission to find your kidnapped brother Mario will take you all over the world. Pay close attention to the information you'll receive on various items. You'll need it later to get rewards for returning the item. Keep searching for clues and rescue Mario!

1. Bowser's Castle
2. Cape Town, S. Africa
3. Lagos, Nigeria
4. Cairo, Egypt
5. Omsk, Russia
6. Beijing, China
7. Tokyo, Japan
8. Bombay, India
9. Perth, Australia
10. Auckland, New Zeal
11. Rio de Janeiro, Brazil
12. Lima, Peru
13. Mexico City, Mexico
14. San Francisco, CA
15. Vancouver, Canada
16. Reykjavic, Iceland
17. Anchorage, Alaska
18. Honolulu, Hawaii
19. London, England
20. Rome, Italy

SUPER NES

FEEL THE ULTIMATE IN TOTAL PAIN!

The long-awaited sequel to the popular Flying Warriors series is finally here! In this 12-Meg monster, there are two modes to this game - one is the arcade mode where you play out the actual plot and go through actual levels. The second is the tournament mode, where you must compete one-on-one with 11 other opponents. Lots of variants like a two-player mode and tons of techniques make this cart worth a look.

Many Different Fighters, Including the Flying Warriors!

























You Can Take On The Forces Of Evil In The Story Mode!

Stage One

Your Sensei has just been kidnaped! Head into the Dojos and take out Iron Claw before he does in your teacher!





This tough fighter leaps through the air and attacks with his super sharp claws!

Stage Two

Clean up the beach as you head to the tournament. Change into a Flying Warrior for the boss!





Be careful of this Boss. No one is as skilled with deadly staffs and has as much reach.

Test Your Might In The Versus Mode...





Choose from 12 different characters and fight your way down the scales and onto the final showdown!

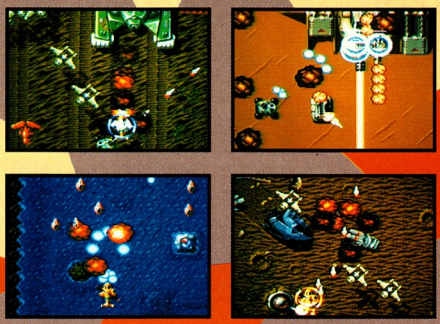
ULTIMATE FIGHTER



FACT FILE

MANUFACTURER	MACHINE	DIFFI	
CULTURE BRAIN	SUPER NES	MODERATE	JUNE
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
12 MEG	5	ACTION	95%

Beats the hell out of little plastic Army men.





1 OR 2 PLAYERS

A leading video game magazine calls it "...the Mother of All Combat Carts! This is no game for SNES sissies!"

SUNSOFT®

SUNSOFT® is a registered trademark of Sun Corporation of America.
© 1993 Sun Corporation of America. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. © 1993 Nintendo of America Inc.

TAZ-MANIA™

FACT FILE			
MANUFACTU	DIFFICULTY	AV AILABLE	
SUNSOF / ER NES	MODERATE	MAY	
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	19	ACTION	90%

CAPTURE THE KOOKY KIWIS!

In the land of Tazmania, eating is everything to Taz and his favorite food is the Kiwi bird. To get our friend a proper meal, you must guide him down the road in search of Kiwis to eat. Once you catch enough Kiwis, you will advance to the next stage. Unfortunately, cars, buses, telephone poles, deep water and many foes and obstacles are here to hinder our hero. Avoid these, and you'll be safe. Jump up to catch blue and red birds for energy and extra time. Use your Tornado spin for instant speed. Great animated fun awaits!

HILARIOUS ANIMATIONS AND ANTICS OF TAZ


SQUASHED


TORNADO


SHAKEN


BLOWN UP


RUN OVER


FLATTENED


SKATES


FULL BELLY

CHARACTERS AND COLLECTIBLES FOUND THROUGH THE GAME

DIDGERI DINGO
He is the ACME delivery dingo who either gives you good or bad items.



WENDAL T. WOLF
This timid wolf covers Taz's eyes making it hard to see the road.



PTERODACTYL
He swoops down on Taz and carries him to an earlier part of the level.



BULL GATOR AND AXL
These hunters are out to trap Taz. They will lay oil slicks, black holes, glue and bear traps to stop him. The game ends if he is caught in their net.





TAZMANIAN SHE-DEVIL
The female version of our hero has an eye for Taz. She'll run down the road, searching for him. If she catches him, it's game over for poor Taz.






KIWI BIRD
Catch these birds to end the level you are on.


BLUEBIRD
Catch them to replenish your energy bar level.


RED BIRD
Catch them to add 10 seconds of clock time.

ACT 1



Within the first act are three simple Kiwi capturing levels and a bonus Kiwi stage.

ACT 2



Act 2 sports a variety of water obstacles, rocks, swerving cars and smarter Kiwis!

ACT 3

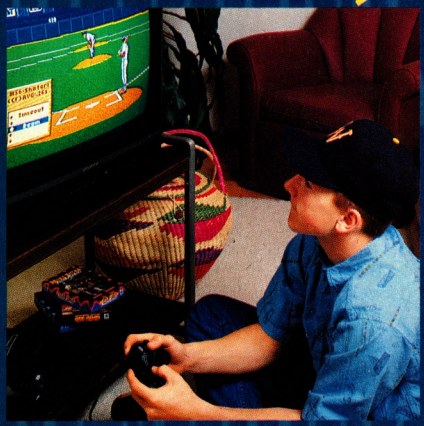


Gators, pterodactyls and bushmen are up to no good in the third set of stages.

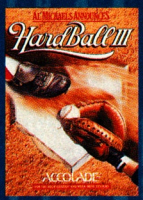
TAZ-MANIA, characters, names, and all related indicia are trademarks of Warner Bros. © 1992.



ONLY THE BEST MAKE IT TO COOPERSTOWN



AVAILABLE **NOW** FOR THE SEGA® GENESIS!®



When you buy HardBall III and win the Home Run Derby contest, we'll send you and your dad on a fantastic Father's Day trip to Cooperstown, N.Y. for this year's induction ceremonies.

The trip includes tickets to a big league game while you're there, plus $400 in spending money (complete details are available in the box).

HardBall III is the most realistic baseball game ever created for the Sega Genesis. You'll smash towering home runs, steal bases, and pitch great games – all announced by Emmy® award winning Sportscaster Al Michaels!

So buy HardBall III today and enter the Home Run Derby. You could make it to Cooperstown with the other baseball greats!

PRIZES

1st

(1) Trip for two to Cooperstown, N.Y. from July 31 to August 3, 1993 for 4 days and 3 nights, plus $400 spending money.

2nd

(25) Complete set of 1992 trading cards.

3rd

(100) Accolade baseball caps.

For full Home Run Derby contest rules, write to:



Home Run Derby Contest
P.O. Box 1946
Cupertino, California
95015-1946

RUNS CONTEST APRIL 1, 1993 - MAY 31, 1993

ACCOLADE
GAMES WITH PERSONALITY

All decisions are final. Al Michaels Announces HardBall III is a trademark of Accolade, Inc. Sega and Genesis are trademarks owned by Sega Enterprises, Ltd. Accolade, Inc. is neither affiliated with nor a licensee of Sega Enterprises, Ltd. or any of its affiliates. ©1993 Accolade, Inc. All rights reserved. Home Run Derby available only on the Sega Genesis format. All other trademarks and registered trademarks are the properties of their respective owners.

SUPER NES

IN SEARCH OF NEW PREY...

In the year 2493, the human colonists of New Shanghai on the planet Vega 4 had no idea that their workers discovered dormant eggs of a dangerous, parasitic life-form. The colonists found themselves helpless against the Aliens that formed from the eggs, and sent a distress signal for help. A passing ship of Predators heard the call, and made the decision to hunt the Aliens instead of a human colony.

You play the role of a Predator. In your hunt, you will come across hordes of Alien Drones, eggs, Warriors, Facehuggers and Chestbursters. Collect weapons to help you on your quest, such as the disc and spear. Items will appear after you defeat an alien. Some of these are meat, invisibility shields and Alien skulls (the trophies of the Predator Warriors). Many attack methods are at your disposal, like the grapple, elbow punch, throw, flying kick, spinning kick, slide and bounceback. Alien guardians are waiting at the end of certain levels to teach you a lesson about hunting. Defeat the big prize: the Alien Queen! Fight for honor, fight for glory, but most of all, fight for fun!

CAN YOU SURVIVE?


AREA 1-1


AREA 1-2


AREA 2-1


AREA 3-1


AREA 4-1


AREA 5-1


AREA 5-2


AREA 5-3

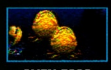

AREA 6-1

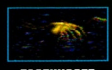

AREA 6-2

THE ALIENS AND THEIR GUARDIANS


ALIEN DRONE


ALIEN WARRIOR


ALIEN EGGS


FACEHUGGER


CHESTBURSTER


BOSS 1


BOSS 2


BOSS 3


BOSS 4


BOSS 5


QUEEN

WEAPONS AND SPECIAL ITEMS


SPEAR
The most powerful weapon


DISC
Not as powerful as the spear


INVISIBILITY
Be invisible for 15 seconds


PTERA MEAT
Fully replenish your power


RHYNTH MEAT
Partly replenish your power


BLUE BOTTLE
Moderately replenish power


ALIEN SKULL
Increase score 500 points


LEVEL 1-2 THE CITY'S UNDERGROUND TUNNEL

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ACTIVISION	SUPER NES	EASY	JULY
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	10	ACTION	99%



ALIENS VS. PREDATOR™

ALIENS VS. PREDATOR TM & © 1993 Twentieth Century Fox Film Corp. All rights reserved.

Mr. Nicklaus is now in charge of Driver's Ed.

He's won more major championships than any golfer in history. And now he wants to take you to school on the Sega* Genesis*. *Jack Nicklaus' Power Challenge Golf*™ puts you driver-to-driver against the "Golfer of the Century" —one of the biggest hitters of all-time—in stroke, skins or tournament play.





Tee it up as a single, play with up to three friends or join a foursome of computerized golfers—even create your own computer opponent. Take your best shot at the Golden Bear on two spectacular Nicklaus designed courses—English Turn and Sherwood Country Club. Haven't finished a round? Save it and play later. Better grab your sticks and hit the driving range. Class is about to begin.

To order, visit your favorite video retailer or call 1-800-245-7744.

ACCOLADE™

GAMES WITH PERSONALITY.



Jack Nicklaus' Power Challenge Golf is a trademark of Golden Bear International. Sega and Genesis are trademarks owned by Sega Enterprises, Ltd. Accolade, Inc. is neither affiliated with, nor a licensee of Sega Enterprises, Ltd. or any of its affiliates. ©1993 Accolade, Inc. All rights reserved.

SUPER NES

HAVE A BRAWL!

This is the year of the fighting game as there are going to be many released. Brawl Brothers is one hot fist fight from beginning to end. It's a two-player fighter with more moves than Final Fight; like body slams, leg sweeps, hooks and uppercuts. You'll need all of them for ten terrifying levels loaded with the toughest brawlers waiting for a human punching bag. If you're up for some one-on-one action, check out the cool versus mode.





LEVEL ONE
The battle begins in the metropolis where you and your fighting buddy must tough it out with thugs and other scum in the streets, bridges and a maze-like sewer system.





LEVEL TWO
It gets hotter as you must now fight your way through a jungle filled with mines and a cargo lift. These guys will now attack in greater numbers.





BRAWL BROTHERS

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
JALECO	SUPER NES	MODERATE	NOW
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
12 MEG	10	ACTION	95%



A map will display the current area of battle before each level begins.

CHOOSE FROM FIVE CHARACTERS EACH SKILLED WITH DIFFERENT FIGHTING TECHNIQUES!



LORD J

The largest member of the group, Lord J inflicts heavy damage upon his enemies, but is very slow-moving.



KAZAN

Skilled in many forms of martial arts, Kazan balances quickness, power and agility with his magical abilities.



HACK

One of the quickest fighters, Hack is able to beat his adversaries to a pulp with superior speed and strength.



WENDY

Although she's the smallest member, Wendy is an able fighter with her surprising strength and wrestling throws.

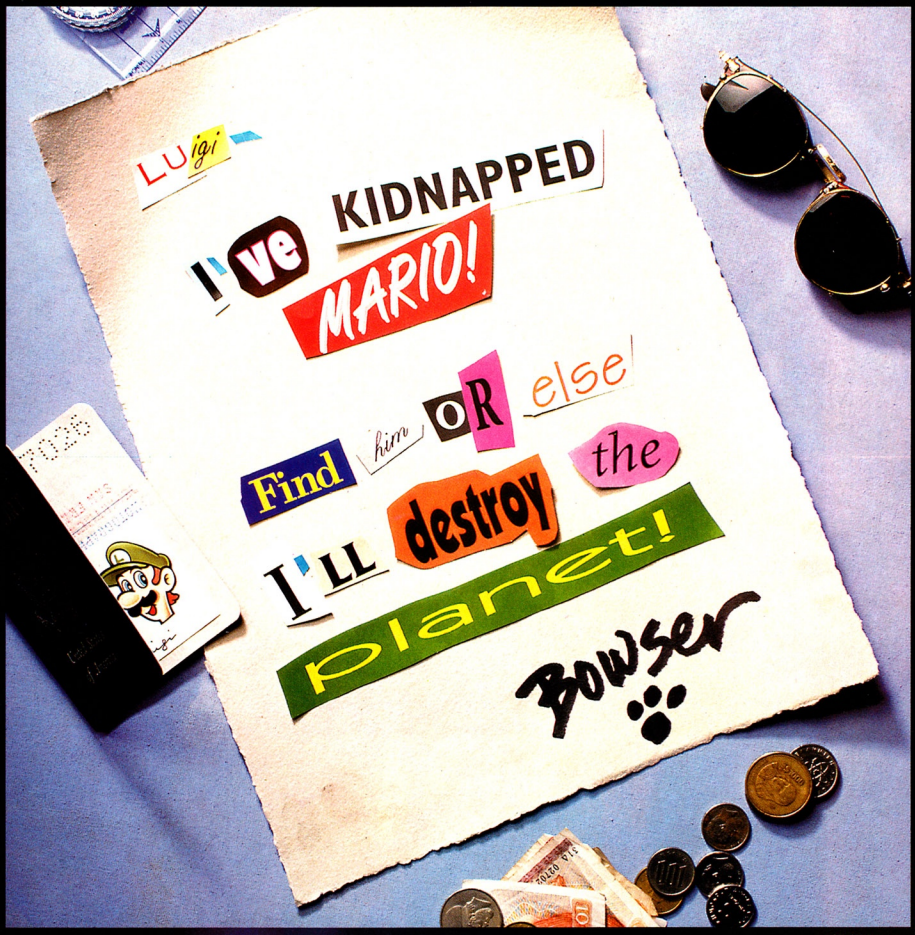


You and a friend can pick your favorite character and battle it out in a fierce head-to-head fighting competition!



SLASH

One of the two big men, Slash has a huge assortment of holds and throws to make up for his slow movement.



LICENSED BY Nintendo

IMAGINE A WORLD WITHOUT MARIO



MARIO'S NEWEST ADVENTURE IS COMING SOON ON SUPER NES®

™ and Copyright 1993 ©Nintendo. Copyright © 1993 The Software Toolworks, Inc. All Rights Reserved. MARIO IS MISSING™, MARIO™, LUIGI™, and BOWSER™ are trademarks of Nintendo. Super Nintendo Entertainment System and Super NES are registered trademarks of Nintendo of America Inc.

THE SOFTWARE TOOLWORKS

SUPER NES

SPELLCRAFT

ASPECTS OF VALOR

BEGIN THE MISSION AT STONEHENGE

Speak with your mentor often to learn new tricks and get advice.





Enter the mixing room to conjure up new spells to give you the advantage.



FIGHT FOR YOUR LIFE!



Fight enemies to receive items like jewels, powder and candles. The battle scenes take place in a separate screen where you can attack with a staff or the magic spells that you properly mix.

POWERFUL MAGIC TO CAST!

In your quest to save the two worlds, you will come across these Spheres of Power where new magic techniques will be learned.



The magic meter indicates how powerful the spell will be.



Balls of Fire rain upon the enemy with this spell.

This lightning blast can really zap the enemy.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ASCII	SUPER NES	MODERATE	AUG
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	N/A	ADVENTURE	75%

GATEWAY TO REALMS UNKNOWN

With the threat of the Magical and Modern Worlds being destroyed by jealous wizards, you realize that you've been drawn to Stonehenge for reasons yet to unfold.

SpellCraft is an adventure game with a bit of role-playing blended in. The basic plot is to learn the proper method of conjuring spells and destroying these rivaling wizards in their fortified domains of magic.

Journey about the Modern Worlds where you must battle beasts with your staff and collect items like candles, powders, jewels and stones, needed to conjure these spells and save the universes from being obliterated.

AN ADVENTURE AWAITS YOU!



The Air World is filled with flying attackers.



Heat from the Fire World will keep you sweatin'!



The Earth World is filled with all kinds of beasts.



Top Game Honors From
OMNI
COMPUTE
Computer Gaming World
Games Magazine
Game Players Magazine

Kick Some Kilrathi Butt!

Unretouched Super Nintendo Wing Commander Screens



More than 40 separate missions that get more complex as you progress



It's like you're the star in a deep space action-adventure movie



Wingmates like "Spirit" cover your tail as you fight the tiger-like Kilrathi



Trounce the Kilrathi and be a hero-Lose and attend your own funeral

Nothing else will have prepared you for the look and feel of Wing Commander on your Super NES.

Here's why!

Wing Commander has incredible 3-D action, full-screen explosions, 33 super stereo soundtracks and CD game quality. But it plays on your Super Nintendo.

Wing Commander is the most extremely cool, 3-D Space Combat Simulator with more than 40 separate deep space missions that progress to near suicide dogfighting with the tiger-like Kilrathi. It's like an action-adventure movie - *and you're the star!*

Are you up for the challenge? This award-winning megahit is now available for the Super NES. Kick some Kilrathi butt with Wing Commander.



WING COMMANDER

The 3-D Space Combat Simulator

A SOFTWARE TOOLWORKS COMPANY
MINDSCAPE

WING COMMANDER is a registered trademark of ORIGIN Systems, Inc.©1990 - 1992 ORIGIN Systems Inc. © 1992 MINDSCAPE Inc. All Rights Reserved. Licensed by MINDSCAPE, Inc., A Software Toolworks Company. MINDSCAPE and its logo are registered trademarks of MINDSCAPE Inc. Super Nintendo Entertainment System is a registered Trademark of NINTENDO OF AMERICA, Inc.





LEVEL ONE: VEGI-LAND

The first level is rather simple. Try to get used to the controls, and see what the icons do. The area around here is very hilly, and you can lose your balance. Beware of the boss; he's a little troll with an attitude. He jumps and shoots in a certain deadly pattern.

LEVEL TWO: BLUE BEACH

The second level starts out on the beach, but after a massive tidal wave, everything is deep underwater. You'll have to experiment with the different forms to find which works best here. The boss is a gigantic slime beast and he launches smaller versions of himself at you.



WIDGET'S SPECIAL TRANSFORMATIONS!

MUSCLE MAN



AIR WIDGET



WATER WIDGET



SPEEDY WIDGET



Widget changes his form by collecting one of four power-up icons. When Widget collects two of the same kind, he will change into a second, more powerful form. Be careful, as one small hit will change our hero back to his original form. Each shape has its own abilities. Just perfect for hard levels.

FOREVER ONWARD...



Later on you will find yourself in a world of giants and a land of little people. The hazards will become greater and it takes skill to beat this game. In the lava world, you must drink glasses of water to keep from burning up from the intense heat.

THE PURPLE PUNISHER!

Widget is back in business with his very own 16-Bit game. Fight your way through a colorful world of hazards and fun. Some levels even use Mode 7 to highlight the game with radical special effects. Super Widget is based on a popular cartoon. With that in mind, the game's graphics reflect the zaniness of the show.

You are Widget, a polymorphing alien who is set on becoming an interplanetary watcher. To do that, you must explore many lands and fight even stranger aliens. The worlds you explore are filled with danger, and the enemies are plentiful. With a variety of playing fields, Widget will be one grand adventure. Will Widget be able to have his dream come true? It's up to you to decide!



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ATLUS	SUPER NES	MODERATE	JULY
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	16	ACTION	95%

Reel In The Great Outdoors Without Leaving Your Living Room.









OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS 16-BIT CARTRIDGE

You are cool, cunning and patient, but so is your competition. King Salmon will test your angling skills right in your own living room. And you won't need a fishing license.

Sega and Genesis are trademarks of Sega Enterprises Ltd. © 1993 Sage's Creation, Inc.
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

VIC TOKAI INC.
22904 Lockness Ave.
Torrance, CA 90501

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ELECTRONIC ARTS	GENESIS	MODERATE	JUNE
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
16 MEG	9	ACTION	50%

JUNGLE STRIKE







STRIKE IT UP!

The son of the Madman is back to avenge his father's death in this 16-meg sequel to Desert Strike! With the help of a powerful South American Drug Lord and his private army, they plot to build nuclear weapons to destroy Washington DC.

Now you must come out of your retirement and take out this vicious madman. Command a Super Comanche, Stealth Fighter, Attack Hovercraft and a Special Forces Motorcycle through nine dangerous campaigns in either night or day. Rescue hostages, capture commanders, and recover stolen nuclear weapons while defeating the drug lord's army.

The battles come alive as the graphics are viewed from a pseudo 3-D perspective and the sound of the gunfire explodes with crisp digitization. Grab your helmet and prepare for battle!

SUPER CHOPPER WEAPONRY

Your Super Comanche is equipped with a powerful arsenal of weapons such as machine guns, hydras and hellfire missiles. Use them sparingly because you only have a limited supply. Should you run out of ammo, there are several ammo crates and ammo trucks located in select areas of the present battlefield. Just fly the chopper directly over the ammo and a hook will lower to retrieve the cargo.





TAKING CONTROL

When the game is paused, a view of the monitor and controls will appear. Three options can then be accessed. Map (A) shows the entire area of the mission, Mission (B) briefs the pilot of the objectives, and Status (C) goes over the current situation of the mission. You can also assess your fuel and ammo supply.

REMEMBER TO FOLLOW YOUR MISSION OBJECTIVES!

Each campaign consists of several tasks assigned to you in order to clear it. The next mission and the others that follow will have different tasks.



1. Monuments

Protect the historical landmarks from terrorist attacks.



2. Terrorist HQ

Seek out and destroy the government HQ seized by terrorists.



3. Car Bombs

Eliminate car bombs before they destroy the 5 U.S. embassies.



4. Agent Akbar

Find and rescue Sal, the undercover informant held captive.



5. Motorcade

Protect the President's motorcade from terrorist incidents.



6. Enemy Sniper

Capture the sniper to learn details of the Madman's plan.

WATCH OUT FOR OTHER OBJECTS IN COMBAT!



HARV
Heavily armored RVs



BUS
Terrorist attack vehicles



FUEL DRUMS
100 gallons of fuel



AMMO CRATES
Ammunition reload



AMMO TRUCK
Carries supply of ammo



LANDING ZONE
MIA & POW drop-off

STAGE 1: WASHINGTON D.C.



The nation's capitol is under attack, with terrorists seizing all government agencies to use them as their headquarters. There are also snipers to kill and of course the President's motorcade to protect.

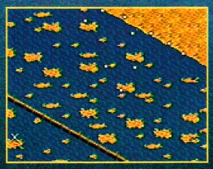






The Washington Monument (1), Jefferson Memorial (2), and the Library of Congress (3) will be attacked by crazed terrorists and must be protected at all costs!

STAGE 2: SUB ATTACK



Drive a hovercraft in search of evil drug lords smuggling plutonium into a secluded group of islands. In addition to that, you must also rescue some NAVY SEALS taken hostage by the evil smugglers.





Ram the smugglers with the hovercraft on land or lay mines in the water for them to drive into and watch them explode into oblivion.

Portable cannons and speedboats with missiles will be used against you!

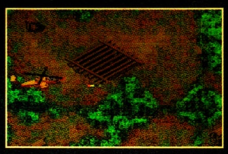




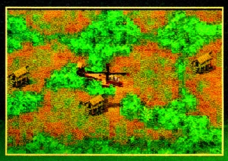


LATER STAGES OF THE GAME

There are a total of nine action-packed levels in the game, each covering different terrain such as rivers, cities, deserts, polar areas and, of course, rivers. Each level entails a variety of new missions and new enemy weapons like mobile radar tanks, Patriot missile launchers and drug-smuggling speed boats.













GENESIS

TIME TO UNLEASH YOUR CYBORG JUSTICE!

Your ship has just crash landed on an alien planet, and as you were dragged out of the wreckage, the indigenous life (being cyborgs) change you without your knowing it, into a mechanical warrior! Now it is up to you to get your vengeance and show some "Cyborg Justice"!

CYBORG JUSTICE

At the beginning of the game, you must decide what components your 'borg will be made up of. Then you can either go into the one-on-one duel or into the scenario arcade sequence. The game is filled with beautifully animated robots that actually move like an automaton should! In addition to the basic moves, you can rip off limbs and weapons from other characters and attach them to your own cyborg! Tons of detail and added touches like a 2-player mode blend together to make this cart a winner!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	MODERATE	NOW
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
4 MEG	5+	ACTION	100%







ARM WEAPONS

You can get weapons at the beginning of the game or rip them off of other opponents!

NORMAL ARM



Has a rapid punch strike.

CRUSHER HAND



Opens and drills into.

LAUNCH HAND



Fires at the enemy

SAW HAND



Slices off enemy limbs.

LASER HAND



Fires straight beams.

FIRE SPRAY



Lasts for a short while.

BODY ARMOR

Your body comes equipped with its own special claw that has its own advantages!

NORMAL BODY



The normal basic body.

LOBSTER BODY



Comes with a dangerous claw.

INSECT BODY



Contains a good jabbing limb.

FROG BODY



A walloping punch!

BIG BOOSTER



The toughest cyborg body!

HUNCHBACK



Has a claw that is for grabbing.

LEGGINGS

Different legs help you run faster, kick harder, or jump higher. Some even transform you into a tank!

JOGGING LEGS



Overly good pair of legs to have.

SPIKED LEGS



Provides the best speed!

SOMERSAULT



Do flip kicks and other neat feats!

TANK LEGS



Has dreads for a dash attack

BIG FOOT



You can't be picked up.

PNEUMATIC



Gives a massive double jump!

GET TO KNOW YOUR SPECIALLY PATENTED CYBER MOVES!

HEADBUTT



Face enemy and press button A.

PUNCH



Face enemy and press button B.

BLOCKING



To block simply press button C.

DOUBLE HIT



Press forward and hit button A.

LIFE SUCKER



Jump at enemy, press Down + C.

USE WEAPON



Double click the A button.

UPPERCUT



Press Up and then button A.

KICK



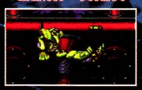
Press back and then hit A.

DOWN SLAP



Press Down and then hit A.

JUMP KICK



Press C to jump, and press B.

PICK UP



Press diagonally down+C and duck.

THROW

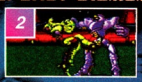


When you have something, hit B!

HOW TO PROPERLY DISMEMBER YOUR OPPONENT TO ACHIEVE TOTAL SATISFACTION:



First, you must strike your opponent three times to stun him shortly.



Now, yank his weapon arm off and either throw it or attach it to you.



Again, strike three times in order to stun him to get your weapon in.



Use the saw or the crusher to lob off his other hand. Pick up and use.

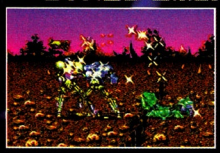


Next, rip off his body from his legs and either throw it or use it for health.



Finally, pick up the legs and either attach them to you or throw them!

STAGE ONE: THE OUTERSPHERE OF THE CYBORG PLANET



2-on-1 is an even match with the saw attachment!



Watch out for the many holes that hold you!



These razors will damage anything and anyone!



STAGE TWO: THE OUTERSPHERE OF THE CYBORG PLANET



Level two will have you do battle within the cyborg compound. Look out here, because they are much tougher than they were when you met them in the first stage. The boss is stronger in this stage.

ARCADE



Here is the arcade mode where the scenario takes place! 1-2 players.



DUELING



There is also a dueling option for the 1-on-1 enthusiasts! 1-2 players.


They Just Wa
ALSO AVAILABLE ON MS-DOS AND AMIGA
ONE OR TWO PLAYER ACTION!

THE LOST VIKINGS™

t To Go Home!

Erik the Swift,™ Baleog the Fierce™ and Olaf the Stout™ need serious help! Sucked into an alien spaceship, our pillaging friends are hurled through time, space and alien lands. With a jammin' musical score, our space-faring heroes come alive and humorously fight their way through 35 rip-roaring levels and solve the puzzles of Prehistoria Egypt, The Great Factory, Wacky World and more.

To order "The Lost Vikings™," call 1-800-969-4263 or see your local retailer.





"A new concept in video gaming." *Electronic Gaming Monthly*

Interplay™

17922 Fitch Avenue
Irvine, CA 92714

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

LICENSED BY Nintendo

© 1993 Interplay Products and Silicon & Synapse. All rights reserved. The Lost Vikings is a trademark of Interplay Productions, Inc. Nintendo, Super Nintendo Entertainment System, Super NES and the official seal are trademarks of Nintendo of America, Inc. © 1991 Nintendo of America Inc.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	AMER. SAMMY	GENESIS	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	RPG	100%

SORCERER'S Kingdom



The Kingdom Is In Peril!

For ages, the Dark Seal has imprisoned the embodiment of evil. However, that seal is beginning to fade, and hideous monsters are beginning to roam freely about the land.

Guess where you fit in? You are the lone brave warrior that is going to achieve what his father did before him, and that is to attain the highest degree of warrior reputation that can be reached! To do that, you must complete intricate quests and defeat monsters in order to be dubbed a higher title by the King of Landale! Great music accompanied by a long plot featuring lots of detail highlight this magnificent cartridge RPG.

Mass Enemies Abound!



GOBLINS
These must be destroyed in order to get the magical stone!



KOBOLDS
These buggers hide in the trees and come in mass numbers.

KOBOLD KING
To clean out the forest, this creature must be removed.





BUGBEARS
Brutal! Wait until the quest expands before combat.

The town of Landale harbors many places!




1 Medicine


2 Weapons


3 Armor


4 Fortune


5 Home


6 Inn


7 Castle

8 East Bridge

9 Wizard's Mountain

10 To Plain's Path

Enter the Landale castle!





Location Marker

Return to King!

The king will give you a new title after every quest. He also gives you a map.



Wizard's Mountain
Kill all of the Goblins to help the old wizard out.

Lerouk Woods
Find the Kobold's hidden base and clear it!





Taurus Plain
There is a mystery in every corner of this place!

CHIPS & BITS Inc

BUY 4 IN STOCK GENESIS OR SNES GAMES GET 1 FREE*

PO Box 234, Rochester, VT 05767
Fax 802-767-3382
802-767-3033

GENESIS HARDWARE

Genesis Core System	$99
Genesis Fighting Systm	$119
Genesis CD Player	$299
Arcade Power Stick	$34
Ascii Pad	$24
Game Genie	$49
Genesis Activator	$64
Genesis Menacer	$54
Menacer/Terminator 2	$69
Mega Fire Control Pad	$19
Power Clutch	$34
Pro Action Replay	$79
Super Jo-Jo	$39
Triton Pad	$26
Turbo Touch 360	$29

GENESIS ADVENTURE

Advnt Willie Beamish CD	$54
Alien CD	$49
Alien Vs Predator	$39
Aliens 3	$43
B.O.B.	$43
Batman Returns	$46
Batman Returns CD	$43
Batman:Revenge of Joker	$43
Battle Toads	$44
Bubsy	$49
Capt America & Avengers	$46
Chester Cheetah 1 or 2	$52
Chuck Rock	$49
Cool SPOT	$46
Dolphin (cart or CD)	$44
Dracula (cart or CD)	$49
Flashback	$54
Flintstones	$44
GODS	$44
Hook (cart or CD)	$43
Indiana Jones CD	$43
Indy Jones Last Crusade	$49
Night Trap CD	$49
Out of this World (cart/CD)	$49
Prince of Persia CD	$43
Rise of the Dragon CD	$43
Rolling Thunder 2 or 3	$49
Secret Monkey Island CD	$43
Shadow of the Beast 2	$42
Sherlock Holmes 2 CD	$43
Shinobi 3	$46
Sonic Hedgehog 2 CD	$49
Sonic the Hedgehog 1or2	$39
Spiderman vs Kingpin CD	$43
Splatterhouse 2 or 3	$49
Strider 1 or 2	$49
Sunset Riders	$43
Superman	$43
Terminator 2 Arcade/J D	$43
TMNT:Hyperstone Heist	$46
TOYS	$49
TazMania	$44
Terminator (cart or CD)	$49
Tiny Toon Adventures	$43
Wolf Child (cart or CD)	$45
Wonder Dog CD	$43
X MEN	$49
Young Indy Jones Chron.	$39

GENESIS STRATEGY

Aero Biz	$59
Clue	$46
HUMANS 1 or 2	$49
Jeopardy 2	$49
Lemmings	$42
Master of Monsters	$54
Monopoly	$46
Powermonger	$43
Rampart	$42
Shanghai 2	$39
Tyrants	$49
Wheel of Fortune 1 or 2	$49

GENESIS KICK & PUNCH

Beast Wrestlers	$56
Best of the Best	$49
Double Dragon 3	$44
Fatal Fury 1 or 2	$54
Final Fight CD	$43
King of the Monsters 1or2	$46
Mortal Kombat	$49
Street Fighter 2	$64
Streets of Rage 2	$56

GENESIS SIMULATION

After Burner 3 CD	$39
Chase HQ 2	$44
Desert Strike	$42
F15 Strike Eagle 2	$54
Jaguar Racing CD	$43
Jungle Strike	$49
Micro Machines	$44
Outrun 2019	$44
Race Drivin'	$45
Road Avenger CD	$44
Road Rash 2	$44
Road Riot 4WD	$46
Sewer Shark CD	$49
Super Battle Tank	$47
WarpSpeed	$39

GENESIS ROLE PLAYING

Arcus Odyssey	$54
Battle Master	$43
Buck Rogers	$54
Dark Wizard CD	$43
Dungeon Mtr Skull Kp CD	$43
Gemfire	$56
Phantasy Star 2 or 3	$59
Phantasy Star 4	$64
Pirates	$49
Romance 3 Kingdoms 2	$59
Shining Force	$54
Sorcerers Kingdom	$49
Star Odyssey	$59
Uncharted Waters	$59
Vampire Killer	$52
Warriors of Eternal Sun	$56

GENESIS SPORTS

American Gladiators	$52
Andre Agassi Tennis	$44
Bowling	$46
Bulls V Blazers	$49
Cal Ripkin Baseball	$46
Hardball 3	$49
Hit the Ice	$44
Jack Nicklaus Golf	$49
Joe Montana Footbll CD	$49
King Salmon	$42
MLBPA SportsTalk BB	$49
Madden Football 93	$49
Mike Ditka Power FB 2	$49
Muhammad Ali Boxing	$49
Mutant League Football	$44
NBA Super Allstar Chall	$43
NFL Sports Talk Football	$46
NHL Players Hockey 93	$49
PGA Tour 2	$49
Pigskin	$49
RBI Baseball 4	$46
Rogr Clemens MVP BBall	$43
Side Pocket	$44
Super High Impact	$43
TEcmo Super Bowl	$49
Tony LaRussa Ult BBall	$54
WWF Super Wrestlmnia2	$49
World Trophy Soccer	$44

SNES HARDWARE

SNES Core System	$99
Super Nintendo System	$149
Ascii Pad	$24
Championship Joystick	$69
Comp Capcom JoyStick	$69
Game Genie	$54
Pro Action Replay	$79
Super Advantage	$44
Super Scope	$54
Turbo Touch 360	$29

SNES KICK & PUNCH

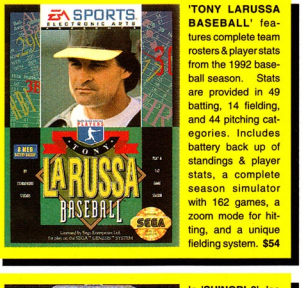
Battle Blaze	$46
Best of the Best	$49
Brawl Brothers	$54
Fatal Fury 1 or 2	$56
Final Fight 2	$54
King of the Monsters 1or2	$49
Mortal Kombat	$54
Power Moves	$49
Street Fighter 2	$62
Super Combatribes	$54
Super Ninja Boys	$49
Ultimate Fighter	$56



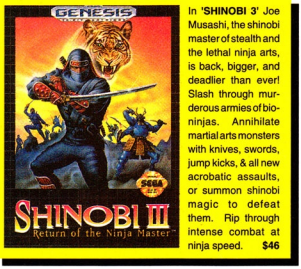
'KAWASAKI CARIBBEAN CHALLENGE' takes you on location to 4 exotic islands. Choose your Kawasaki Ninja motorcycle, or jet ski watercraft in a race against time. Features digitized photos, engine noise, & a full range of motion. **$49**



'AMERICAN GLADIATORS' captures all of the excitment & challenge of the original. Includes digitized photography of the real gladiators, life size action, and scoring adapted straight from the TV show. This is competition so real...it hurts. **$54**



'TONY LARUSSA BASEBALL' features complete team rosters & player stats from the 1992 baseball season. Stats are provided in 49 batting, 14 fielding, and 44 pitching categories. Includes battery back up of standings & player stats, a complete season simulator with 162 games, a zoom mode for hitting, and a unique fielding system. **$54**



In **'SHINOBI 3'** Joe Musashi, the shinobi master of stealth and the lethal ninja arts, is back, bigger, and deadlier than ever! Slash through murderous armies of bio-ninjas. Annihilate martial arts monsters with knives, swords, jump kicks, & all new acrobatic assaults, or summon shinobi magic to defeat them. Rip through intense combat at ninja speed. **$46**

Shipping to US,PR,AK,HI,APO & FPO $4 per order. Air Mail to Canada $6 per order. 2 Business Day Air US $6 per order; PR, HI $12 1st item + $2 ea. add'l; AK $19 1st item + $2 ea. add'l. Handling $1 per shipment.

SNES SIMULATION

Desert Strike	$44
Hunt for Red October	$49
Jaguar Racing	$54
Kawasaki Carib Challnge	$49
Mechwarrior	$49
RPM Racing	$44
Race Drivin'	$49
Road Riot 4WD	$49
Rock & Roll Racing	$49
Star Fox	$59
Super Battle Tank	$54
Super F1 1 or 2	$49
Super Mario Kart	$49
Super Strike Eagle	$54
Top Gear 2	$49
WarpSpeed	$49
Wing Commander	$54

SNES ROLE PLAYING

Arcana	$54
Curse of the Azure Bonds	$64
Drakkhen	$49
Dungeon Master	$59
Equinox	$49
Final Fantasy Legend 2	$54
Final Fantasy Mystic Qst	$36
Gemfire	$56
Inindo	$59
Lord of the Rings	$54
Might & Magic 2	$56
Might & Magic 3	$59
Shadow Run	$56
Spellcaster:Aspects Valor	$49
Ultima 6	$59
Uncharted Waters	$59

SNES STRATEGY

Aero Biz	$59
Clue	$46
HUMANS	$49
Imperium	$43
Jeopardy	$42
Mario Paint	$59
Monopoly	$46
Q-Bert	$49
Railroad Tycoon	$54
Rampart	$44
Romance 3 Kingdoms 2	$59
Shanghai 2	$46
Simearth	$59
Super Caesars Palace	$49
Super Conflict	$49
Troddlers	$46
Utopia	$52
Wheel of Fortune	$49

SNES SPORTS

American Gladiators	$54
Black Bass	$52
Bulls vs Blazers	$54
Cal Ripkin Baseball	$49
David Crane Amzg Tnnis	$49
Football Fury	$46
Hit the Ice	$49
J Connors Pro Tennis	$49
MVP Football	$49
Madden Football 93	$49
NBA Super Allstar Chall	$49
NCAA Basketball	$49
NFL Football	$54
NHL Players Hockey	$54
Pigskin	$44
Roger Clemens MVP Bbll	$47
Super Bowling	$49
Super Davis Cup Tennis	$44
Super High Impact Footbll	$49
Super Slam Dunk	$49
Super Slap Shot	$49
Super Soccer	$48
TECMO Super NBA Bball	$59
WWF Super Wrestlmnia 2	$54
World League Soccer	$46

GAME GEAR

Columns	$24
Donald Duck	$32
George Foreman Boxing	$29
Outrun Europa	$34
Super Space Invaders	$29

SNES ADVENTURE

ActRaiser 2	$54
AddamsFam Pugslys SH	$52
Alien vs Predator	$46
Aliens 3	$49
B.O.B.	$49
Batman Returns	$54
Batman:Revenge of Joker	$49
Battle Toads	$54
Bubsy	$56
Congo's Caper	$44
Daffy Duck/Marvin Martn	$52
Death Valley Rally	$52
Dracula	$49
Dragons Lair	$43
Global Gladiators	$49
Goof Troop	$54
Joe & Mac 1 or 2	$49
King Arthurs World	$52
Mickeys Magical Quest	$59
Out of this World	$54
Prince of Persia	$54
Ren & Stimpy Show	$54
Spiderman & X-Men	$54
Star Trek	$59
Super Empire Strikes Bck	$59
Super Star Wars	$52
Super Turrican	$44
Super Valis 4	$49
Superman	$49
T2:Arcade Game	$49
T2:Judgement Day	$54
TazMania	$52
Teen Mutant Ninja Trtls 4	$49
Terminator	$49
Tiny Toon Adventures	$54
Tom & Jerry	$49
Vikings	$52
Wizard of Oz	$49

TURBOGRAFX

Turbo Duo System	$289
Air Zonk	$46
Dragon Slayer SCD	$42
Dungeon Master SCD	$44
Forgotten Worlds SCD	$43
Panza Kickboxing	$43
Sim Earth SCD	$44
TV Sports Baseball	$43
Lords of Thunder SCD	$44

NEO GEO

Neo Geo Gold System	$549
Alpha Mission 2	$149
Art of Fighting	$199
Fatal Fury 2	$199
King of Monsters 2	$179
Super Side Kick	$179
World Heroes	$199

*FREE GAME OFFER

Buy any 4 in stock games and choose a 5th game free from the list below. Offer subject to change or cancellation without notice. Valid while supplies last.

GENESIS: Arch Rivals, Arnold Palmer, Bonanza Brothers, Burning Force,Caliber 50, Devilish, DJ Boy, Exile, Ferrari Grand Prix, Jewel Master, Kageki, Lightning Force, Midnight Resistance, Power Pad, RBI 3, Sagaia, Smash TV, Task Force Harrier EX, Thunder Fox, Valis, Ys 3

SNES: Ascii Pad, Blaze On, D Force, Dino City, Phalanx, Rocketeer, Super R Type, Waialea CC Golf, Xardion

TERMS & CONDITIONS

Visa & MC Accepted. CODs $6. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping times not guaranteed. Defectives replaced with same product. Price, offer & availability subject to change. All Sales Final.

MAY EGM 1

GENESIS

2GALT OR NOT TO GALT?

Band together with some of the strongest and bravest warriors armed with high-powered weapons and magic abilities and rid the land of the evil forces once and for all.

Players will be impressed with the game's graphics and game play which look and feel a lot like the arcade classic Gauntlet. The difference is the amount of magic you possess and the various partners you choose to fight with you.

2GALT

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ELECTRONIC ARTS	GENESIS	MODERATE	JULY
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	7	ACTION	30%



Pause the game and you can view your character's magic stock and abilities.



Your friends will join you in battle; lend some advice, and replenish your health.

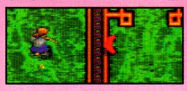
CHECK OUT 2GALT'S AWESOME MAGICAL ABILITIES



LIGHTNING
Blast an electrical charge toward enemies.



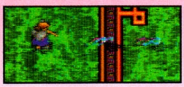
SUPER
Launch a spinning energy charge.



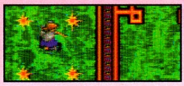
ANGLE
Toss a lethal boomerang that returns to you.



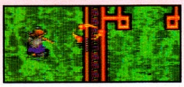
TIME BOMB
Lay a land mine that will explode a later.



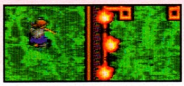
BASIC
Fire a regular shot toward the oncoming enemies



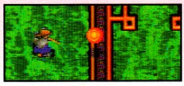
MONDO MAJOR
Unleash high-powered shots in four directions.



HOLD
Put a freeze on the enemies and kill them.



WIDE
Shoot a wide range, three-way fireball attack.



DEATH
Give an enemy instant death with one hit.



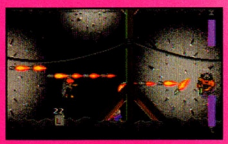
LEVEL ONE
The first area requires some fancy dodging as there are plenty of enemy shots fired your way. Beware of the boss's three-way cannon!

LEVEL TWO
Defeat all the enemies and close all four gates of this junkyard and you'll be allowed to fight the boss who launches lots of missiles!











FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ABSOLUTE	GENESIS	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	100%

David Crane's Amazing Tennis

TENNIS ANYONE?

After making its debut on the Super NES, David Crane's Amazing Tennis has finally appeared on the Genesis!

Choose the type of court that you would like to play on. Select from grass, clay and hard court surfaces.

If you choose tournament play, you will have a chance at over a dozen internationally ranked players. Play alone or against a friend; either way you'll definitely have your hands full! Practice up on those serves and backhands because David Crane's Amazing Tennis will be bouncing into stores everywhere!



Learning the proper technique for serves will increase your chances of winning!



It is very important to learn how to play close to the net and to return lobs.

International Competition


Sven Rank: 22


Kanyanta Rank: 62


Richard Rank: 37


Aaron Rank: 92


Arthur Rank: 44


Nick Rank: 114

DIFFERENT PLAYING SURFACES!



CLAY- A fairly "user-friendly" court. Slow bounce and plenty of control makes for some great volleying.



GRASS- A tough medium to play on. Surface and ball control are quick. One for the pros.



HARD- A great place to play! This is the court of choice for everyone from pros to amateurs alike!



All NBA and Team Insignias depicted are the properties of the respective NBA Teams and NBA Properties, Inc. and may not be reproduced without written consent of NBA Properties Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd. All-Star Challenge™ is a trademark of LIN, Ltd. © 1993 LIN, Ltd. All rights reserved. Flying Edge™ & Play with the Pros™ are trademarks of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved.

GENESIS

A FLY BALL TO FIRST BASE

As the crowd cheers and does the wave, your batter runs past home plate to score yet another run for your team! This is baseball at its best. What makes this sports cart different from other baseball games is that there are so many features that you can access besides just playing exhibition or a full season. There is an options menu that can change the type of game you play, the series type, the number of players (including the computer playing against itself), difficulty, music, password, and a new defense mode which allows a player to have the outfielders be controlled manually, automatically, or have the computer assist in the plays. Create your teams from the roster which contains the American and National leagues, All Stars, and real players from specific years. After you select your lineup and pitchers, you're ready to play ball!

WHAT CAN YOU DO IN THE TIME OUT MENU?



TIME OUT
This is the time out menu.



RELIEF
Replace pitcher with a new one.



SUB
Substitute new players in for old.



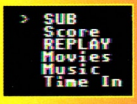
SCORE
Check the current game score.



REPLAY
Instant replay of your cool moves.



MOVIES
Puts cinemas in the side boxes.



MUSIC
Turns the music on and off.



TIME IN
This option goes back to the game.



Detailed graphics portray the batting, pitching and outfield plays.





R.B.I. '93 BASEBALL

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TENGEN	GENESIS	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	95%

CHOOSE FROM 4 DIFFERENT GAME TYPES!



PLAY BALL
Just a normal game of baseball for 1 or 2 players.

GAME BREAKERS
Critical games that you'll get to play in.





DEFENSE PRACTICE
A batter will hit fly balls to the outfielders.

HOME RUN DERBY
Hit as many home runs as you can.



FOR WINNERS ONLY



This winners screen will appear when you complete a game.



You may even be awarded Most Valuble Player on your team!

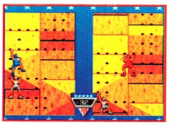
TAKE THE GLADIATORIAL CHALLENGE!



ASSAULT
Run to each station and grab the weapon. You can only shoot it once before you run to the next station. Hit the Gladiator that is shooting at you to win.

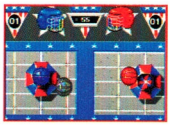
JOUST
Using your jousting sticks, knock your opponent onto the platform. Perform many crucial tactics with swift hits to the head, knee and chest areas.





THE WALL
Climb the wall using the hand holes provided. You must be quick and agile, as the Gladiators in white are close behind to make you fall.

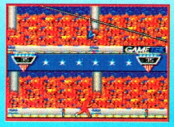
ATLASPHERE
In this human rolling ball, you must move onto the raised targets in the arena. Steam will come up and you will score a point in this challenging event.





POWERBALL
At each end of the court there is a bin with balls in it. Take them and race to the nearest goal to secure a score. The Gladiators are waiting to block you.

ELIMINATOR
This is the ultimate test of skill! Run through an obstacle course that includes climbing, hand-to-hand bars, rope sliding and more!



© 1992 The Samuel Goldwyn Company. All rights reserved.

AMERICAN GLADIATORS™

GENESIS



Scoring well in each event will help keep you in the tournament.

CHALLENGE THE BEST!

Join the tournament with the American Gladiators and prove your might in these skillful games! Choose Tournament mode, or go Head-to-Head with a friend. You can make the choice of being a male or female player. This decides who will be your adversaries (the male or female Gladiators). Win the Assault, Joust, The Wall, Atlasphere and Powerball. Then you will go into the obstacle course called Eliminator!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
GAMETEK	GENESIS	MODERATE	NOW
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	6	SPORTS	100%

NOW ON GENESIS!

FEEL THE HEAT!

ROGER CLEMENS' MVP BASEBALL

SEGA GENESIS

FLYING EDGE
A Division of Acclaim Entertainment, Inc.

SEGA

PLAY WITH THE PROS!

Roger Clemens' MVP Baseball™ is a trademark of LJN, Ltd. © 1993 LJN, Ltd. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises Ltd. LJN® is a registered trademark of LJN, Ltd. © 1993 LJN, Ltd. All rights reserved. Flying Edge™ & Play with the Pros™ are trademarks of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved.



OIL UP YOUR SHOOTIN' IRON!

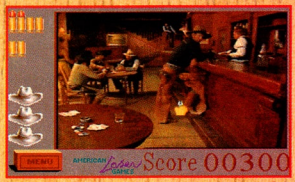
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	AMER. LASER GAMES	SEGA CD	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	N/A	15+	ACTION	100%

Mad Dog McCree

Yee-haw partners!! Here comes the best shoot-'em-up, quick-draw game of the year! Load up them pistols for Mad Dog McCree on the Sega CD.

In this digitized shoot-out, your mission is to rescue the mayor and his daughter from that nasty gun-totin' varmint, Mad Dog McCree. Your gonna need all the luck you can muster because Mad Dog's goons are everywhere!

You'll receive some very valuable information along the way by some friends who will do their darndest to help ya out! Use your trusty six-shooter to blast your way through Mad Dog's henchmen and save the town from his evil influence. Just to make it a fair fight, you can even practice your shooting on a target range. So hurry up, time's a wastin'! Try your trigger finger against Mad Dog McCree coming soon to the Sega CD!



Be careful when going into the saloon; many of Mad Dog's boys are in there!



Great shot! Watch the rooftops carefully as many attacks will come from up there.

SOME OF THE ORNERIEST CHARACTERS EVER!



This old-timer gives ya some hints to help ya along the way. Count on him for good info.



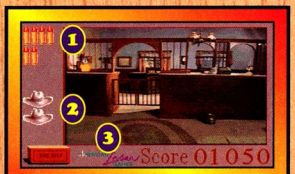
The town undertaker is a morbid hombre with a sick sense of humor. He'll bury ya if ya die!



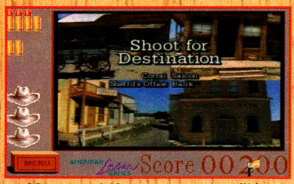
Squealers like this are everywhere and will help ya a lot - if ya can find 'em in time!



This here's a barmaid with a heart o' gold. She will give ya the key to free the sheriff!



1.) These are your bullets. Keep an eye on how many you have!
2.) These hats are your life indicators.
3.) This is your holster. Reload your gun by dragging it to this area.



After completing an area, you will be able to select where you will go next.



Sometimes you will get to hone your shooting skills with some target practice.



Uh-oh. If one of these low-life hombres gets the drop on you, you've had it!

MAKE MY VIDEO

C+C music factory

SEGA CD

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SONY IMAGESOFT	SEGA CD	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	N/A	ENTERTAINMENT	100%

THE EDITING PROCESS



Choose to edit from 3 of C+C's most popular dance tracks. When you're done, you can view your video. Make sure it's good, cuz the critics are tough!







EVERYBODY DANCE NOW!

Aspiring music artists can take part in their own creation of music videos with C+C Music Factory's Make Your Own Video. Although it's not a game, this disc reveals some of the basics of video editing.

Choose from an assortment of special effects to synchronize with the music scenes as well as some old cartoon and film footage.

EDITING SPECIAL FX

There are a total of 16 special video effects at your disposal. Here are five of the coolest ones!



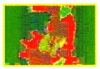
SLICE
Cuts images horizontally.



FREEZE
Causes images to be paused.



LYRICS
Displays words of the music onscreen.



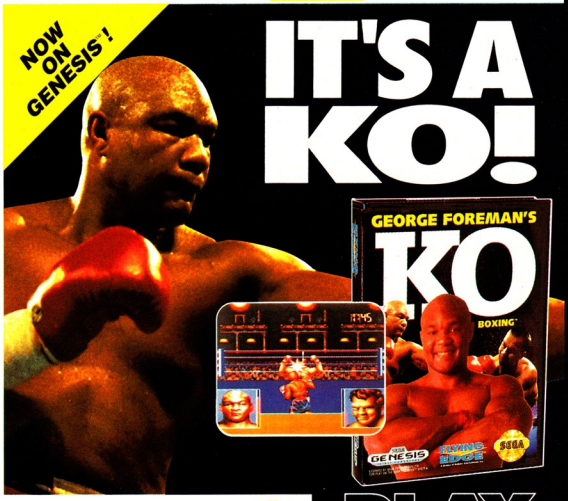
WASH
Inverts colors of the images.



SMEAR
Blurs images and pixelates them.

NOW ON GENESIS™!

IT'S A KO!



SEGA GENESIS

FLYING EDGE
A Division of Acclaim Entertainment, Inc.

SEGA

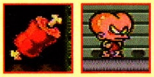
PLAY WITH THE PROS!

Sega and Genesis are trademarks of Sega Enterprises Ltd. George Foreman's KO Boxing™ & Flying Edge™ are trademarks of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved.

DUO



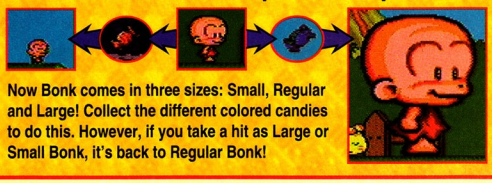
BIG MEAT: Change into raged Bonk! Breathe fire for limited time!



SMALL MEAT: Change to Semi-Charged Bonk! Fire atoms that quickly stun!



NOW BECOME A BIGGER (OR SMALLER) BONK!



Now Bonk comes in three sizes: Small, Regular and Large! Collect the different colored candies to do this. However, if you take a hit as Large or Small Bonk, it's back to Regular Bonk!

GET SOME TWO-PLAYER BONKING ACTION!



Two players can combine forces by riding on each others' heads! They can also bonk each other, but no harm is done by this!



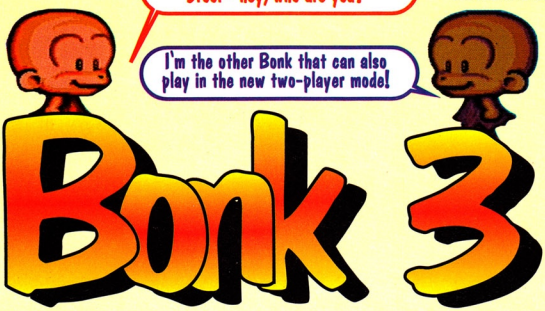
TELEPORT!

If players are separated, there is a teleport option to bring one along side the other! The person who is behind just needs to press SELECT and he or she catches up to the lead!



WE CAN BONK IF WE WANT TO!

Bonk is back and ready to smash! Now he has a friend - but only if one selects the two-player mode! He also has two new sizes - Small, to squeeze in small spaces, and Large, for those real big bonks! However, if Bonk takes one hit while Small or Large, it's back to Regular size Bonk! The other new option is the two-player mode where two can bonk (but share the same life meter!) King Drool, who is back for more, has several new meanies who also give Bonk a hard time! These tough Boss characters can be found at the end of each level! Bonk can change into a crab if stepped on - so watch bosses with big limbs! Get ready for the bonk of your life - with one or two Bonks!





BONUS ROUNDS: TONS OF FUN!



Whenever you see this flower grab it and you can advance to a bonus level! In each level there is a time limit during which you must complete a given task. For example, here you must get to the exit sign before the timer runs out. If you complete a bonus level you will be awarded with big points - even an extra life!



STAGE 1: Smash sleeping meanies and fight awake ones! Test your sizes here!

BOSS 1: Get stomped on, turn into a crab, and snap this boss from below!





STAGE 2: Inside a giant house, look for menaces - like this big drooling baby!

BOSS 2: Get to the top of the screen, then use spinning head smashes on it!



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
HUDSON/T.T.I.	DUO	MODERATE	JUNE
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	7	ACTION	80%

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	HUDSON/T.T.I.	DUO	EASY	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	SUPER CD	7	ACT/ADV	100%

DUO

Riot Zone

NO LAUGHING MATTER!

Criminals have taken over the streets, and only two brave fighters can take them back! There is also a missing lady to find. Could there be a connection? You can choose between two different fighters that have different methods of attack! With fluid graphics and a pounding rock music score, try to bring order to the Riot Zone with two tough dudes!





Power Ups & Other Items


Camera: Gives 1 extra life.



Money & Gems: Variable amount of points.



BBQ & Turkey: Restores life meter to full.



Fries & Cola: Restores partial life.

HAWK: I'M BAD


Hawk is the faster of the two. His blows inflict less damage than Tony, but he delivers them faster!

STOMP:


KICK:


TWISTER:


PUNCH:



TONY: I'M COOL

SPECIAL:


PUNCH:


KICK:


SPLITS:


Tony is slower, but his blows inflict much more damage. He has a special break-dance move!



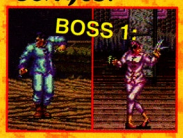
BRAWLIN' STAGES:

Move from rooftops to ascending elevators!

STAGE 1:



BOSS 1:


Two bosses here: Mr. Lee and Miss Chan!

Brawl on the streets and inside a factory!

STAGE 2:



BOSS 2:


Shawna lashes out with her whip!

Battle through a rat-infested gambling den!

STAGE 3:



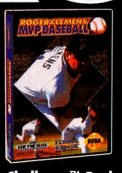
BOSS 3:

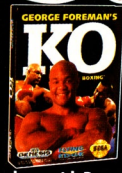

Watch for the spikes on this barefoot creep!

SEGA GENESIS FANS

THE PLAY WITH PROS!







Jam it home with NBA® All-Star Challenge.™ Feel the heat with Roger Clemens' MVP Baseball.™ It's a KO with George Foreman's KO Boxing.™ When you're tired of watching from the sidelines...it's time to Play With The Pros™!

GENESIS

FLYING EDGE

SEGA

All NBA and Team Insignias depicted are the properties of the respective NBA Teams and NBA Properties, Inc. and may not be reproduced without written consent of NBA Properties, Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd. Roger Clemens' MVP Baseball™ & All-Star Challenge™ are trademarks of LJN, Ltd. © 1993 LJN Ltd. All rights reserved. George Foreman's KO Boxing™, Flying Edge™ & Play with the Pros™ are trademarks of Acclaim entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved.

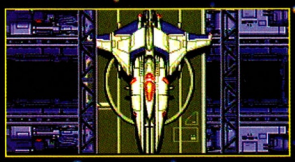


FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI/TTI	DUO	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	SUPER CD	9	SHOOTING	90%

BACK TO THE BATTLE

The vile Gofer army is waging war on Earth and her colonies. Once again it is up to the Vic Viper to stop the alien threat from taking over the entire galaxy.

Fans of the original Gradius and Lifeforce should take a look at this great shooter. All the qualities you loved before are back. Different weapon configurations and radical power-ups highlight this tribute to the classic shooter series. Will you defeat the endless hordes of aliens?

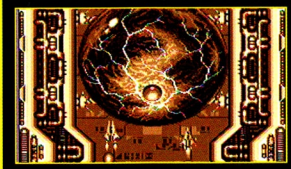


THE CINEMAS OF GRADIUS





1985: GRADIUS 1





1986: LIFEFORCE (SALAMANDER)

The Gradius series has always been one of the topnotch shooters around. In 1985 the awesome. Gradius came out, with the awe- inspiring Lifeforce close behind in 1986. And now for 1993....Behold!

EQUIP YOURSELF WITH MANY POWERFUL WEAPONS

CONFIGURATION A STRONG DEFENSE / FAIR ATTACK	SPEED UP	MISSILE	DOUBLE	LASER	OPTION
CONFIGURATION B STRONG ATTACK / WEAK DEFENSE	SPEED UP	SPREAD BOMB	TAILGUN	LASER	OPTION
CONFIGURATION C STRONG ATTACK / WEAK DEFENSE	SPEED UP	PHOTON TORPEDO	DOUBLE	RIPPLE	OPTION
CONFIGURATION D STRONG DEFENSE / FAIR ATTACK	SPEED UP	2 WAY	TAILGUN	RIPPLE	OPTION



SHIELDS



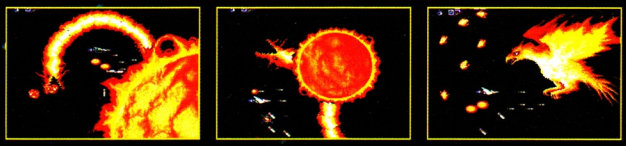
FLASH SHIELD



BLADE SHIELD

STAGE 1: THE STELLAR CLUSTER

Fiery comets and flame dragons haunt this deadly zone. Try to power up early on or you won't be able to progress very far. The boss is a phoenix that flings fireballs at you. It moves fast, but you move faster.



STAGE 2: CYBER SPACE COLONY

This place was once a space colony. Now, it is infested with slime-dripping aliens, and you must fight to the death! You will have to cut your way through their nest! The boss is a gigantic eyeball with humongous arms to attack with!



STAGE 3: FROZEN WASTELAND

Ice chunks float around in this perilous part of space. Remember that the crystals break into smaller pieces. The crystal mechboss flails tentacles around the screen and shoots lasers at you. Keep your guard up.



STAGE 4: RETURN TO GRADIUS





This level is just like the first level in the original game! The intensity level here is high, as enemy shots fly out of every hole! The shear mass of the attack is a force to be reckoned with. The boss is a giant laser-spitting machine!



THE BATTLE CONTINUES ONWARD...





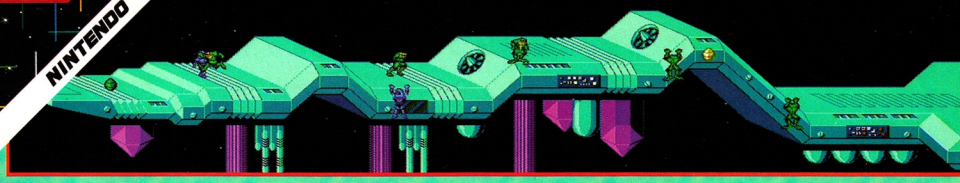
Those weird heads from Easter Island are back, and they're heavily armed!

FURTHER INTO THE REACHES OF SPACE...

The later levels will heat up with more action than ever before. Your only hope of salvation is to power up your ship, and keep an eye out for stray bullets. Always listen to the voice that tells you the Boss's weak points. You will need this advice to progress into such strange areas like the many fields of Easter Island heads, to an all-out battle in space. Are you good enough to survive?



LEVEL 1-1: FRIENDS ON THE WING





Boss 1: Abobo

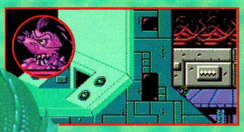
Guards the ship's door and does not want you to get in! Use Battletoad Butts and/or Typhoon Kicks to defeat him!





LEVEL 2: INSIDE NOW

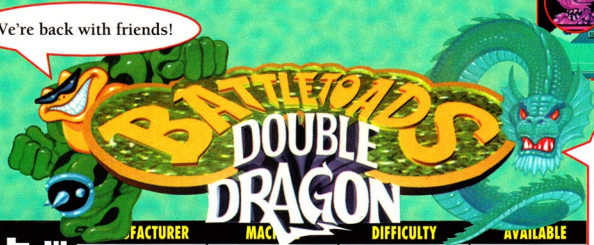
Move inside the ship and battle on! The Battletoads' old enemy Blag awaits you here!





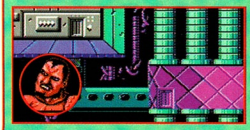
Poundin' Fun: Guidos and Walkers will confront you: pound Guido through the floor!

We're back with friends!



LEVEL 3: DEEPER IN

Down the elevator, and further inside! This Level requires fighting/control skills! Roper waits!



Yeah, but check out the bosses under the Fact File Box! We take on both our deadliest enemies!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TRADEWEST	NES	MODERATE	MAY
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
2 MEG	8	ACTION	100%

ABOBO: 

BLAG: 

ROPER: 

ROBO: 

S. BOSS: 

QUEEN: 

Ha! Dream on Battlejerks! Even with your Double Dumbhead friends, you will never defeat us! I still owe you one for last time!

EVERYBODY MOVE... TO THIS!

The ultimate team is here! The Dark Queen, licking her wounds from the last encounter, has built a giant laser cannon in space to destroy the earth! The Battletoads, naturally, take it upon themselves to destroy the menace. Yet this time, the fighting duo of Jimmy and Billy Lee want to join in, as the Queen has recruited some of the Dragons' enemies. You can play as either a Battletoad, one of the Double Dragons, or in a two-player game where you can hit each other or one where you can't. See if the Ultimate Team has what it takes to defeat the Queen and her evil horde!



LEVEL 1-2: Boss 1



Doorman of Doom:
Coward who throws dynamite! Pick the dynamite up and throw it back - before it explodes!





Bikin' Fun - Let's Go!
Speeder Bikes are back! You must also fight while riding! Ram enemies from behind or kick them!



Boss 2: Big Blag
The fat rat is back for more! It attacks like before - with punches and tubbo drops from above! Use Head Butts and Typhoon Kicks to bash it to death!



"Bird Here - Keep Moving!"

Climbin' & Kickin'!
Some parts require hanging from the ceiling and bashing objets!





No Gentleman!
Linda Lash, meet the 'Toads! Watch for her whip - it inflicts serious damage!

Dangling Duo!
Use the Turbo Rope to move into the levels below! Look out for Ravens!

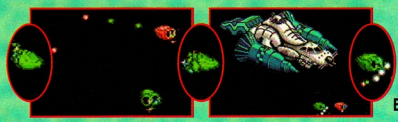




Boss 3: Roper
Duck to avoid his machine gun! Don't charge him - he hits you with his gun! Let him come to you!



LEVEL 4: IN SPACE
Now it becomes a shooter a la Asteroids! Use the jump button to thrust and the punch button to fire lasers!



Boss 4: Big Ship
Blow this ship to pieces by shooting the parts that fire at you! Beware, it fires too!

DOUBLE DRAGON: "Let's Rumble!"

The fighting duo of Billy and Jimmy Lee bring street fighting skills into play with their Dragon Force Techniques. Whenever they hit someone, however, their limbs remain normal size!



Jimmy



Billy



Twistin' Typhoon



Thunderin' Knee Drop



Earthquake Elbow



Flying Dragon



Whizzin' Whirlwind



Side Wall Smash



Take Out The Trash



Bikin' Bash



Jab 'n Stab Strike



Nose-Crunch



Back 'N Front Punt



Dragon's Tail Throw

POWER-UPS & ICONS:

Invincibility:
Makes you temporarily invincible!





Energy:
Completely recharges your life meter!

Bonus Life:
Gives an extra life to whoever gets it!

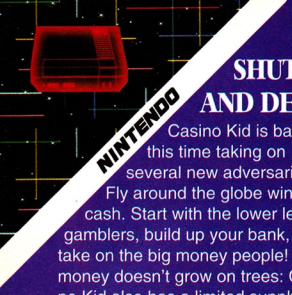




Bonus Pods:
Smash these open for something special.

Walker's Leg:
Pick up this item when you destroy a robot.





SHUT UP AND DEAL!

Casino Kid is back, this time taking on several new adversaries! Fly around the globe winning cash. Start with the lower level gamblers, build up your bank, then take on the big money people! But money doesn't grow on trees: Casino Kid also has a limited supply of green stuff! You win a game when your opponent goes bankrupt.

CASINO KID II

FACT FILE	MANUFACTURER		DIFFICULTY	AVAILABLE
	SOFEL	NES	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	12	STRATEGY	100%



Casino Kid: America All Games/3rd



Rocky Hammer: Canada Black Jack/2nd



Paul Kieton: England Roulette/2nd



Rie Lanka: China Roulette/1st



Ailton Silver: Brazil Poker/1st

Meet Your Opponents Around the World:

Here are the people you will play against in the game. The number after their country shows their gambling level. For a synopsis of these levels, look below.



Gambling Levels:

1st Level: $1 - $10
2nd Level: $10 - $100
3rd Level: $100 - ?

Start with the 1st level players to save up your money.

Abu Ganzil: India Roulette/3rd



Ryu Mishima: Japan Poker/3rd



Othman, Jr.: Nigeria Poker/3rd



Nikoria Bunin: Russia Black Jack/1st



Jyina Nagule: Australia Black Jack/1st



POKER:

Here you have a dealer. Press A to place an ante, which will also start the hand. Move the hand with the arrows and press A to select which cards you wish to hold, and B to commence with that hand. A will also raise the bet. Press B to fold.





BLACK JACK:

Press <- or -> to buy chips and UP and DOWN to bet an amount of money. Button B sets the amount you bet to Zero, and A OKs the amount you bet and starts the game. Use the arrow keys to select a play, A to confirm it.



The objective: get to 21! You can win, lose or even tie with this game!



ROULETTE:

Use the arrow keys to place the chips on the spaces you want and press A. You can lay down 5 chips and each can be of a different amount. After the fifth chip is laid down, watch the wheel spin and the ball stop.







EGM AND NTVIC WANT TO KNOW: HOW QURIOUS ARE YOU ABOUT Q*BERT 3???



HOW TO ENTER:

Answer the following questions correctly and qualify to win! Mail your answers on a postcard to:

Q*Bert 3 Contest (EGM)
1920 Highland Avenue, Suite 222
Lombard, IL 60148

Be sure to include your name, address and phone number on your entry. All entries must be received by September 15, 1993.

1. **What article of clothing appears in the background of level 4-1?**
2. **As you play level 4-2, what letters appear on top of the typewriter keys?**
3. **How many cans of paint are spilling in level 7-1?**

CONTEST PRIZES!

1 FIRST PRIZE:

One winner will receive a Super NES System with NTVIC'S Super NES games Q*Bert 3 and Strike Gunner S.T.G. and an EGM In Your Face T-shirt.

5 SECOND PRIZES:

Five winners will receive a copy of NTVIC's Strike Gunner S.T.G. and an EGM In Your Face T-shirt.

Contest Rules:

All entries must be received by September 15, 1993. EGM or NTVIC are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. The winners will be notified by October 1, 1993. All judges' decisions are final. All prizes will be awarded and winners will be determined by a random drawing of all correct entries. All state and federal taxes, if any, are the responsibility of the individual winner(s). Void where prohibited by law. All Federal, State and local regulations apply. Illegible or incomplete entries are ineligible. Employees of Sendai Publishing Group, Inc. or NTVIC and their affiliates are ineligible to enter. NTVIC and Sendai Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by NTVIC and Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation.

GAMEBOY

RING RAGE

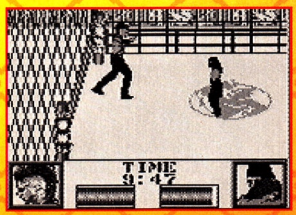
The Fight of Your Life!

Ring Rage by Taito proves that good things do come in small packages! Fight your way past five of the meanest hombres this side of the Rio Grande.

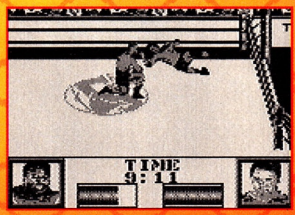
You can choose your fighter, each with different fighting styles, and the type of match you want. Tournament pits you against all of the combatants one by one. A match option lets you fight in just one all-or-nothing slugfest. You can even hook up with a friend and bloody each other's proverbial noses! If you long for a challenging fighting game to take on the go, take a punch at Ring Rage!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TAITO	GAMEBOY	MODERATE	MAY
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
1 MEG	6	SPORTS	100%



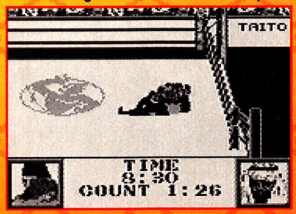
If you travel to Chicago, you will fight in a steel cage where there is no escape!



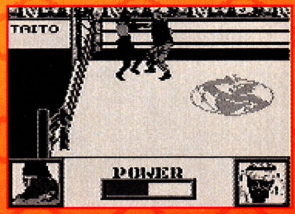
Watch for opponents that climb the turnbuckle and do elbow slams! OUCH!



You can fight a one-rounder, participate in a tournament, or play against a friend.



After pummeling your enemy into a fruit-juicy pulp, you can go for the pin!

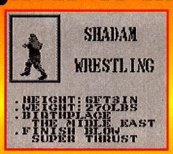


You must try to win the impending power struggle by pressing button "B."

Pick a Fighter to Match Your Own Personal Style



"KO" Joe
(Kickboxing)
Height: 6' 4"
Weight: 260



Shadam
(Wrestling)
Height: 6' 3"
Weight: 270



Yasha
(Karate)
Height: 6'
Weight: 220



Spike
(Wrestling)
Height: 7' 6"
Weight: 330



Gunboat Rody
(Wrestling)
Height: 6' 5"
Weight: 230

MOVE TO RASH: LEARN TO FIGHT TOAD-STYLE!

Master Rash's strange, but effective, fighting techniques to survive!


Nuclear Knuckles


Kiss-My-Fist


Turbo Thwack


Battletoad Butt


BT Bashing Ball


BT Big Boot


Swingin' Size 13s


Big-Time Throw

GAMEBOY



BATTLETOADS IN RAGNAROK'S WORLD

SOME USEFUL ITEMS:

Throughout the game there are several items that can also be used as weapons!



1-UP: Get this item and you have an extra life!

WALKER'S LEG: Smash the Walker and use its leg as a weapon!



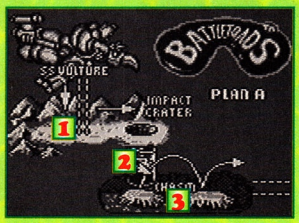
BATTLE TO THIS!

Zitz, Pimple and the beautiful Princess Angelica were out cruisin' in the toadster one afternoon when they were swallowed up by the evil Dark Queen in her starship, the Gargantua! Luckily, Zitz managed to get out a distress signal telling Professor T. Bird what happened! They were taken to Ragnarok's World, where they are being held captive. Now it is up to the cool Battletoad Rash to venture down to the hostile planet and save them!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TRADEWEST	GAME BOY	MODERATE	JUNE
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
1 MEG	12	ACTION	100%

Armed only with his brawlin' skills and other various abilities, you must help Rash thwart the evil forces to bring his kidnapped pals home! Rash can run, jump, punch, kick, headbutt, drive and handle a variety of weapons in this translation of the mega-popular NES game! Battle through twelve intense levels of rough-and-tumble action. Beware, though, some of the levels require fast reflexes and skills other than punching! It is up to you to help Rash rescue his friends - or he will become a pair of frog legs on the Dark Queen's platter!



1 On the surface of the planet, fight Psyko Pigs and other weird baddies!



Hit the Walker twice to get its leg; this object can be a powerful weapon!



BOSS 1: Fight this Boss from his viewpoint!



Throw back the rocks the Boss shoots at you!

2 Down the canyon you go on the long Turbo Rope!



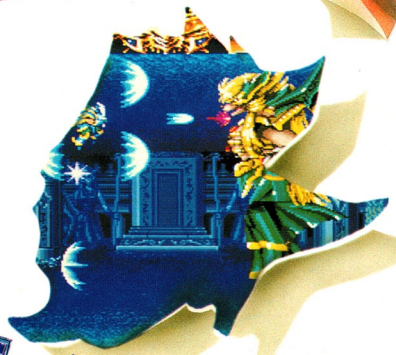
Kick the Saturn Toadtraps before they bite you!

3 Now on solid ground, battle Giblets, jump deep chasms and watch for Vaders stealing life points off your energy meter! The Speeder Bikes await you at the end.



Jump on a Speeder Bike and test your driving skills! Dodge obstacles and use the ramps to jump chasms. Later Rat Rockets and Pods will drop stones on you!

EVIL. DANGER.



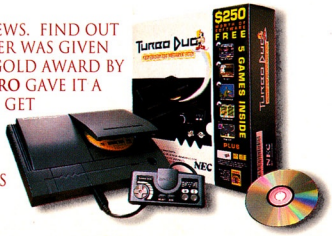


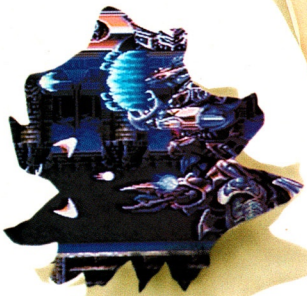
LORDS OF THUNDER

TALK ABOUT CRASHING SOMEONE'S PARTY. YOU'VE JUST COME HOME TO FIND THAT SEVEN OF THE MOST RUTHLESS, GRAPHICALLY INTENSE CD BOSSES HAVE MADE THEMSELVES AT HOME IN YOUR HOMELAND. KICKING THEM OUT OF YOUR COUNTRY MEANS CONQUERING SEVEN LEVELS OF KNOCK DOWN, DRAG OUT DESTRUCTION. ALL TO THE KILLER SOUNDS OF A 19 TRACK, HARD ROCK CD SOUNDTRACK.

TO HELP YOU IN CLEANING UP YOUR HOMELAND, EIGHT DIFFERENT VARIATIONS OF OFFENSIVE ARMOR ARE AT YOUR DISPOSAL. AND LORDS OF THUNDER OFFERS THE BEST CONTROL AND RESPONSE TIME OF ANY GAME ON THE MARKET.

READ THE REVIEWS. FIND OUT WHY LORDS OF THUNDER WAS GIVEN THE EDITORS' CHOICE GOLD AWARD BY **EGM**. AND WHY **GAMEPRO** GAVE IT A PERFECT RATING. THEN GET READY TO ROCK. BECAUSE THIS IS ONE PARTY YOU WON'T WANT TO MISS. AND IT'S ONLY ON THE DUO.





WELCOM
LAN



DEATH. CHAOS.



E HOME
DIS.

DUO™

LEADING THE CD REVOLUTION.



SALVATION FOR THOSE WHO PRAISE THE LORD.

LORDS OF THUNDER

SEND THIS COUPON IN TO RECEIVE ONE OF ONLY 10,000 FREE, LIMITED EDITION VIDEOS ABOUT OUR HOT NEW CD SHOOTER, **LORDS OF THUNDER.**

BUT DON'T WAIT TOO LONG, OR ELSE WE'LL BE OUT OF VIDEOS AND YOU'LL BE OUT OF LUCK.

SEND COUPON TO: LORDS OF THUNDER VIDEO P.O. BOX 923 SANTA CLARITA, CA 91380-0923

LORDS OF THUNDER FREE VIDEO GIVEAWAY.

Name _____ Age _____ M ____ F ____ Sex

Street _____ Apt.# _____

City _____ State _____ Zip _____

Limited time offer while supplies last. Please allow approximately 2-3 weeks for delivery.

Lords of Thunder is a trademark of ©1993 Hudson Soft. & ©1993 Red. Offer available in the U.S. only.

E

S-NES PREVIEWS • STRATEGIES • MAPS • TRICKS
FUTURE PLAY • SUPER FILES • ULTRA PLAY • HI-TECH

6 ISSUE SUBSCRIPTION ONLY $19.95

SUPER NES BUYER'S GUIDE

EXCLUSIVELY DESIGNED FOR SUPER NES PLAYERS!!!





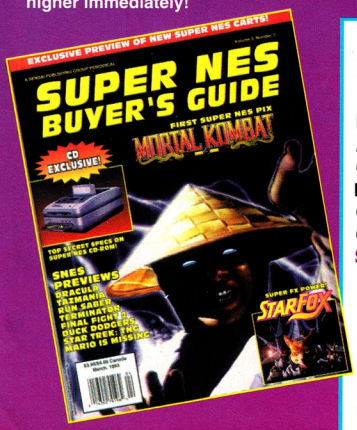
Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! Here is a magazine with all of the latest information, unbiased multi-person game reviews and spectacular maps and tips, so incredible that only the editors of *Electronic Gaming Monthly* could put it all together! Turn to the Super NES Buyer's Guide for the first and best info on the S-NES and its games! In each bi-monthly issue, you will find pages and pages packed with the most detailed full-color coverage on everything for your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, this Buyer's Guide is the one magazine you can trust to get the most out of your Super NES System!



Only in the Super NES Buyer's Guide will you find the first coverage on the newest games like Street Fighter 2, Contra 3: The Alien Wars and T.M.N.T. 4. Don't miss out on any of the action! Subscribe to the Super NES Buyer's Guide today!

INCREDIBLE INTRODUCTORY OFFER!! DON'T MISS OUT ON...

- Detailed reviews of the latest games by three tell-it-like-it-is reviewers!
- Exclusive previews of new games from both America and Japan!
- Tips, tricks and strategies, complete with maps, that will let you score higher immediately!



GIVE ME THE SUPER NES BUYER'S GUIDE!

Please start my subscription to the Super NES Buyer's Guide, so I can be up to date on the latest games and 16-Bit tips!

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

PAYMENT ENCLOSED _____ BILL ME _____

CREDIT CARD ORDERS: _____ VISA _____ MC

CARD NO. _____ EXP. DATE _____

SIGNATURE _____

Please include $19.95 for your subscription and mail to:
Super NES Buyer's Guide, P.O. Box 7548, Red Oak, IA 51591-0548

For faster service call toll-free: 1-800-444-2884

Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico add $10.00. All other foreign add $20.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) All orders must be prepaid. Please allow 6-8 weeks for your first issue. The Super NES Buyer's Guide is a Sendai Publishing Group publication and is not affiliated with nor endorsed by Nintendo of America, Inc.

SNES8

GAME GEAR

LEVEL 1

Take to the city streets where ruthless thugs hang out just waiting for an unsuspecting victim to walk through their turf and be victimized.







LEVEL 2

The fist-flying action continues into the lush and plush neighborhood shops of the super rich. More crazed gangs will pursue our hero, determined to beat him to a pulp.

Your fighting skills here must measure up to the new and tougher gang members that will come out. There are fire-breathing babes, roller-skating knifers, bat-swingers and bikers. That's not all! The boss will deliver fierce overhead blows and will throw his deadly hat when he thinks you're beating him.



FIGHT FAIR?! SURE!



MY MOVES ARE TOO AWESOME FOR REAL FIGHTS!

Billy Lee takes his brawling experience with him to the Game Gear. Check out all his awesome fighting moves which can be used in some combinations!



BACK WITH MORE ATTACK!

Double Dragon, the hit arcade game, has now made it to the Game Gear featuring the deadly punch and kick attacks that have made it a classic among fighting game fans.

Control Billy through gang-infested areas such as the city streets, urban trains and even the countryside. Danger lurks everywhere so watch your back and fight off the enemies with your martial arts skills. whe the going gets really tough, pick up a weapon or two.

Slip on your brass knuckles and unleash your Double Dragon!

DOUBLE DRAGON

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
VIRGIN	GAME GEAR	MODERATE	MAY
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
2 MEG	N/A	ACTION	100%

Master the GAME

Post Office Box 702, Essex, MA 01929

SPECIALS

Titles on Special are listed in Bold Print.
While they last...

Buy a CD Player and get $5.00 OFF your next 2 CD games!

1-508-281-0178

FAX (508) 283-9172

OVERNIGHT SHIPPING AVAILABLE

SEGA GENESIS

In Stock/Coming Soon

115 ***System w/ Sonic***
289 Genesis CD Player
$95 Genesis Core System
$49 ***Genesis Genie***
119 Genesis Fighting Sys.
$47 ***Genesis Menacer***
$67 G. Menacer w/12
$79 G. Pro Action Replay
$43 A. Agassi Tennis
$43 Alien 3
$50 Amazing Tennis
$52 American Gladiators
$31 ***Ariel: Little Mermaid***
$46 Batman Returns
$43 Batman: Rev. of Joker
$43 Battle Toads
$24 ***Bio Hazard Battle***
$45 Blaster Master II
$49 Bubsy
$49 Bulls Vs Blazers NBA...
$46 Captain America
$40 ***Chakan***
$45 Championship Bowling
$44 Chase HQ II
$50 Chuck Rock
$46 Clue
$55 D&D Warriors E. Sun
$45 D.R. Supreme Court
$49 Deadly Moves
$44 Dolphin
$43 Double Dragon III
$43 E. Holyfield Boxing
$24 ***Ex Mutants***
$53 Fatal Fury
$54 Flashback
$44 Flintstones
$50 Gadget Twins
$43 Galahad
$50 Global Gladiator
$24 ***Golden Axe II***
$24 ***Green Dog***
$43 High Impact
$44 Hit the Ice
$39 Home Alone
$45 James Bond 007
$45 ***Jeopardy***
$46 Joe Montana III
$49 John Madden '93
$46 Kid Chameleon
$43 King Salmon
$43 Krusty's Funhouse
$49 Last Crusade
$43 Lemmings
$24 ***Lightening Force***
$43 LHX Attack Chopper
$43 Mickey & Donald
$46 Monopoly
$50 Mohammad Ali Boxing
$43 Mutant League F-Ball
$43 NBA Allstars
$49 NHL Hockey '93
$50 Nolan Ryan Express
$19 ***Official Aquabatic Games***
$45 Paperboy II
$43 Power Monger
$43 Predator II
$43 Roger Clemens
$42 Rampart
$45 RBI Baseball IV
$43 Road Rash 2
$33 ***Senna's Monaco GP 2***
$46 Sonic Hedgehog 2
$45 Spiderman
$47 Splatterhouse II
$52 Sportstalk baseball
$55 Streets of Rage II
$43 Sunset Riders
$47 Super Battle Tank
$38 ***Super Smash TV***
$43 Super WWF
$43 T-2 Arcade Version
$36 ***Tailspin***
$43 Tazmania
$38 ***Team USA Basketball***
$46 Tiny Tune Adventure
$46 TMNT Hyperstone Heist
$24 ***Toe Jam & Earl***
$52 Tony Larusa Baseball
$20 ***Toxic Crusaders***
$50 Tyrants
$43 WC Leaderboard Golf
$48 Wheel of Fortune
$46 X-Men

Look for soon...

$55 Chester Cheetah
$49 Hardball III
$50 Humans
$50 Out of this World
$47 Toys

SEGA CD GAMES

$54 Adv. of W. Beamish
$40 After Burner III
$43 Batmans Returns
$44 Black Hole Assault
$50 C&C Music Factory
$43 Chuck Rock
$43 Cobra Command
$43 Dungeon Master
$43 Final Fight
$43 Hook
$43 Jaguar
$43 J. Montana NFL
$50 Kriss Kross
$49 Make own music (INXS)
$43 Monkey Island
$49 Night Trap
$50 Out of this World
$43 Prince of Persia
$43 Rise of the Dragon
$43 Road Avenger
$50 Sewer Shark
$50 Terminator
$43 Wing Commander
$43 Wolf Child
$41 ***Wonder Dog***

SUPER NINTENDO ENTERTAINMENT SYSTEM

In Stock/Coming Soon

141 System w/ Super Mario
$95 Core System
$54 Game Genie
$79 SN Pro Action Replay
$43 Actraiser
$56 Aerobiz
$50 Amazing Tennis
$50 Bart's Nightmare
$49 Baseball Simu. 1000
$46 Battle Blaze
$31 ***Battle Clash***
$50 Best of the Best
$49 B.O.B.
$49 Bulls Vs Blazers
$50 C. Ripkin Jr. Baseball
$49 California Games II
$46 Clue
$43 Congo's Caper
$51 Contra III
$48 Cool World
$45 Cyber Spin
$50 Death Valley Ralley
$43 ***Desert Strike***
$50 Dino City
$49 Doomsday Warrior
$55 Double Dragon
$43 Dragon's Lair
$49 Dream Probe
$37 FF: Mystic Quest
$47 F-Zero
$55 Fatal Fury
$56 Final Fantasy II
$51 Final Fight
$49 First Samurai
$50 Foreman's Boxing
$45 ***Ghouls-N-Ghost***
$50 Gunforce
$50 Harley's Humongous Adv.
$49 Hit the Ice
$50 Home Alone
$50 Hook
$43 ***Hunt for Red October***
$50 Jeopardy
$48 J. Connors Tennis
$49 John Maddon '93*
$52 Lethal Weapon
$49 Kaboomy
$49 King of the Monsters
$50 Krusty's Funhouse
$49 Lemmings
$55 Magical Quest
$44 ***Musya***
$48 NCAA Basketball
$49 NHL Hockey '93*
$42 Paperboy II
$50 Pitfighter
$44 ***Phalanx***
$49 Power (Deadly) Moves
$51 Prince of Persia
$52 Pugsley's Scav. Hunt
$48 Pushover
$50 Q-Bert 3
$50 Race Drivin'
$50 Rival Turf
$39 ***Rocketeer***
$40 ***Shanghai II***
$58 Sim Earth
$39 ***Skulljagger***
$48 Space Megaforce
$49 Spanky's Quest
$50 Spiderman / X Men
$52 Soulblazer
$53 Starfox
$62 Street Fighter II
$50 Super Adv. Island
$45 ***Super Buster Brothers***
$54 Super Combatribes
$50 Super Conflict
$46 Super Goal
$48 Super Mario Kart
$36 ***Super Mario World***
$50 Super NBA All Stars
$43 ***Super Play Action FB***
$46 Super Soccer Champ
$49 Super Sonic Blastman
$52 Super Star Wars
$52 Super Strike Eagle
$50 Super Valis IV
$49 Super Widget
$50 Super Wrestlemania
$50 Syvallion
$51 Tazmania
$58 Tecmo NBA Basketball
$50 Terminator
$49 Test Drive II
$52 Tiny Tunes Adventure
$48 Tom & Jerry
$53 ***Uncharted Waters***
$51 Utopia
$48 Wheel of Fortune
$54 Where in Time is C.S.
$54 Wing Commander
$47 Wings II
$42 ***World League Soccer***
$43 Word Tris

Look for soon...

$50 Alien 3
$46 Alien Vs Predator
$55 American Gladiators
$52 Batman Returns
$50 Battle Toads
$56 Bubsy
$51 Cybernator
$55 E.V.O.
$50 Family Dog
$56 Inindo
$50 Kawasaki Carb. Chal.
$51 King Arthur's World
$49 Lost Vikings
$50 Mario is Missing
$53 Might n Magic II
$48 Outlander
$52 Radio Flyer
$50 Robo Sauras
$49 Spin Dizzy Worlds
$50 Street Combat
$50 Super High Impact
$47 Super Ninja Boy
$44 Super Turrican
$50 T-2 Judgement Day
$49 Toys
$54 Wayne's World

Many, Many more titles in stock - call for more information.















Prices current at printing, subject to change. Not responsible for typographical errors. Plus S&H min. $5.00. MA residents add 5% sales tax. Some titles are not in stock - please call.

SEGA GENESIS 16-BIT CARTRIDGES

Top Ten reasons NOT to buy Tyrants™

10
Because I don't like lots of **action** and **violence**

9
Because why should I waste my time arming my men with everything from bows and arrows to nuclear missiles and flying saucers when a **spitwad** is my weapon of choice?

8
Because I am a follower not a leader and I don't want to be the most **powerful** person in the world

7
Because I don't like games that offer ***months and months of game play***.

6
Because the idea of **traveling through time** and conquering nine worlds merely tires me out

5
Because I do not have a **loin cloth fetish**. Really.

4
Because I prefer wimpy cartridges that don't have ***4 megs of digitized speech***

3
Because I don't like crossing swords with **devious, conniving opponents** all ready to step on my baby toes.

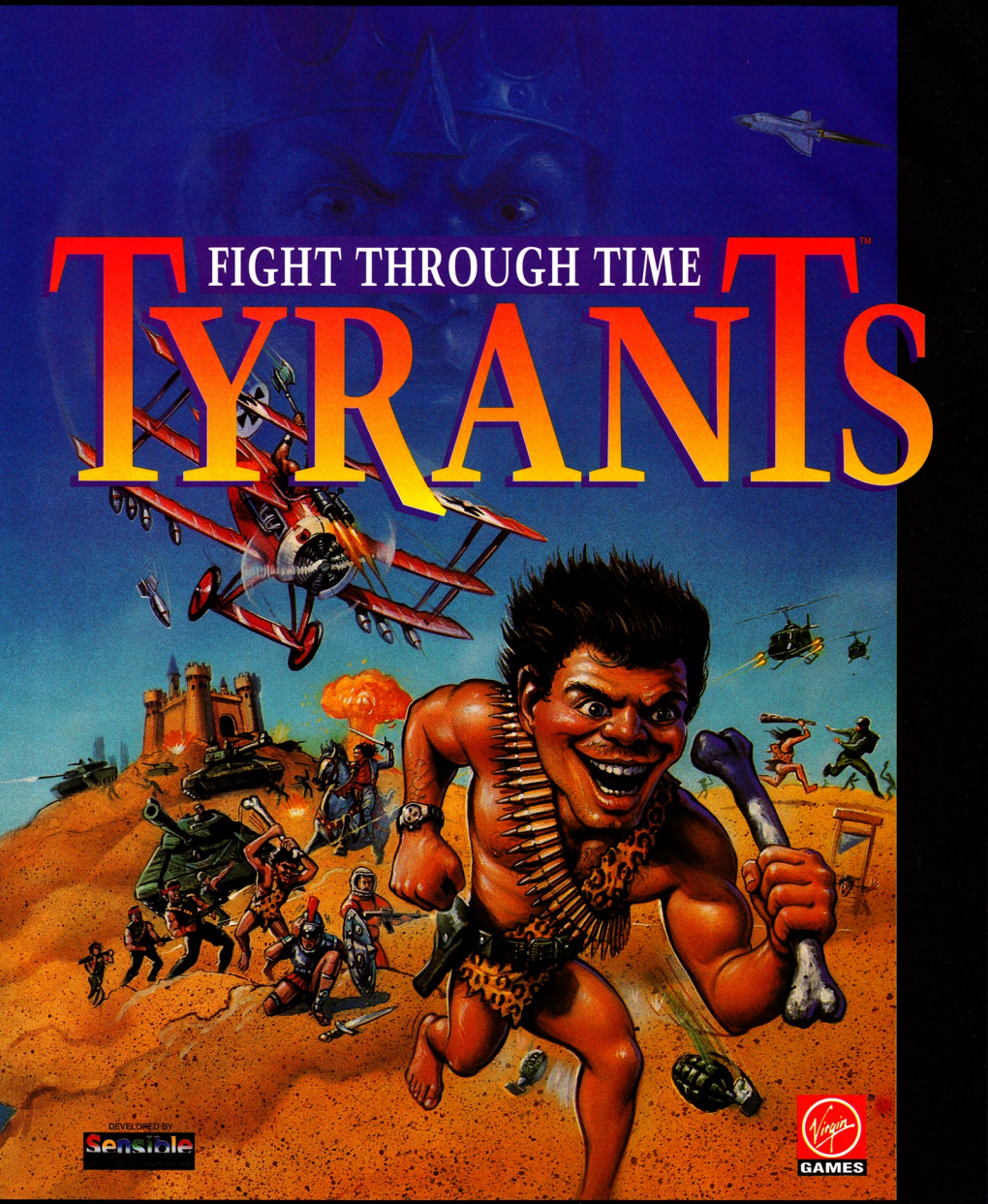
2
Because I prefer blowing $59.99 on a cartridge that's all talk, hype and no **action**

1
Because I am not worthy of an ***adventurous resource management game*** that makes other carts look like girlie toys.

DON'T BUY TYRANTS IF YOU CAN'T HANDLE WORLD DOMINATION.

OFFICIAL SEGA SEAL OF QUALITY

LICENSED BY SEGA ENTERPRISES FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.
SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.



TYRANTS is a trademark of Virgin Games, Inc. ©1993 Sensible Software and Virgin Games, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd.



ELECTRONIC GAMING MONTHLY & MALIBU COMICS INVITE YOU TO FIGHT YOUR WAY INTO AN EX-MUTANTS COMIC!

HOW TO ENTER:

Send your name, address and phone number on a postcard by September 15, 1993, to: Ex-Mutant Contest (EGM), 1920 Highland Avenue, Suite 222, Lombard, IL 60148



1 GRAND PRIZE:

- Win an appearance in an Ex-Mutants comic as a character!
- Ex-Mutant Game
- Ex-Mutant Signed Comic Book
- Ex-Mutant Button

20 FIRST PRIZES:

- Ex-Mutant Game

20 SECOND PRIZES:

- Ex-Mutant Signed Comic Book

20 THIRD PRIZES:

- Ex-Mutant Button

Contest Rules:
All entries must be received by September 15, 1993. EGM or Malibu Comics are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. The winners will be notified by October 1, 1993. All judges' decisions are final. All prizes will be awarded and winners will be determined by a random drawing. All state and federal taxes, if any, are the responsibility of the individual winner(s). Void where prohibited by law. All Federal, State and local regulations apply. Illegible or incomplete entries are ineligible. Employees of Sendai Publishing Group, Inc. or Malibu Comics and their affiliates are ineligible to enter. Malibu Comics and Sendai Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by Malibu Comics and Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation.


STREET FIGHTER
EGM EXCLUSIVE!
PART 2 OF A 2 PART SERIES!


"THEY ARE HIS WEAKNESS. HE CAN BE MADE TO FIGHT!"
CHUN LI...
WHO-?
WHAT?
PIG!
WHOA!!
SO, WOMAN...
YOU REJECT...
...MY AFFECTIONS?
REJECT YOU? YOU REPULSE ME!
IS THAT THE BEST YOU CAN DO?
FIREBALL!


YAHH!
IT IS NOTHING AGAINST MY NEW FIRE-BALL!
HAI!
YOU DARE CALL YOURSELF A CHAMPION?
CRACK!
YOU ARE WEAK, RYU...
"WEAK?!" I TAKE NO INSULTS FROM A MERE WOMAN!
I AM THE STRONGEST WOMAN IN THE WORLD!
WHAMP!
...AND MISTRESS OF THE LIGHTNING KICK!!


WHO IS THE CHAMP-ION NOW, RYU?!
SMASH!
YOU HAVE LEARNED MUCH, CHUN LI... YOU HAVE MASTERED MANY NEW TECHNIQUES SINCE WE WERE LAST TOGETHER.
BUT YOU HAVE YET TO MASTER THE AWESOME ENERGY OF THE CHI!
PERHAPS NOT.
SSSZOOOM!
WHUMP! POW!
BUT YOU CANNOT WOUND WHAT YOU CANNOT TOUCH!


AM I NOT THE STRONGEST WOMAN IN THE WORLD?
OOOH... I GUESS SO.
AND THE MOST BEAUTI-FUL?
CHUN-Mmm...
...MMM!
PLEASE, CHUN LI...
DON'T YOU LIKE...?
WE AGREED THAT WE ARE TOGETHER TO TRAIN! YOU ARE MORE BEAUTIFUL THAN EVER, CHUN LI...
...BUT YOU HAVE CHANGED IN THE PAST FEW MONTHS.
CHANGED? WHAT DO YOU MEAN?
ONCE YOU WERE LIKE THIS STREAM...LAUGHING, FLOWING AROUND LIFE...


NOW YOU ARE LIKE THIS TREE-- STRONG, FLEXIBLE... BUT YET ROOTED IN YOUR OBSESSION! YOUR QUEST FOR REVENGE AGAINST M. BISON HAS MADE YOU A DIFFERENT PERSON.
WHAT?? ARE YOU SAYING I AM UNJUSTIFIED? HE MURDERED MY FATHER! I WILL HAVE JUSTICE!
YOU DON'T KNOW THAT! YOU DON'T HAVE EVIDENCE!
NOT YET! BUT I'VE BEEN DOING MORE THAN IMPROVING MY MARTIAL ARTS.
I HAVE BEEN TRAINING AS A DETECTIVE WITH THE HONG KONG POLICE.
I WORK WITH INTERPOL NOW.
WHAT ARE YOU SAYING?
THERE'S NOTHING DISHONORABLE IN PURSUING JUSTICE, RYU!
YOU'VE ABANDONED THE WAY OF THE WARRIOR...FOR COMMON POLICE WORK?
BUT YOU WOULDN'T UNDERSTAND THAT, MR. GRAND CHAMPION! YOU ARE DEVOTED ONLY TO FIGHTING...AND IMPROVING YOUR MARTIAL ARTS SKILLS!
OOF!
WHUMP!
THERE'S NO ROOM IN YOUR LIFE FOR LOVE... OR FRIENDSHIP! JUST TRAINING!
YOU AVOIDED ME FOR MONTHS... AND YOU HAVEN'T EVEN SPOKEN TO KEN IN A YEAR.
HE WAS YOUR CLOSEST FRIEND! YOU TRAINED WITH SHENG LONG TOGETHER!
KEN...UH... HAS CHANGED. HE'S...


WE'VE ALL CHANGED, RYU.
MOST OF US CAN ACCEPT THAT.
SHE'S RIGHT. WE'VE ALL BEEN MARKED BY OUR COMBAT IN THE GREAT STREET FIGHTER TOURNAMENT.
SOME HAVE BEEN SCARRED LIKE SAGAT... SOME IN LESS OBVIOUS WAYS.
CHUN LI HAS GROWN STRONG, BUT HAS LOST MUCH OF THE JOY I USED TO SEE IN HER. AND KEN... HE HAS CHANGED MOST OF ALL!
"WE DID NOT TAKE OUR FIGHTING SO SERIOUSLY THEN."
HAHAHA! GREAT FIGHTERS AT WORK!
I LEARNED THIS FROM A MOVIE, KEN. WHAT DO YOU THINK?
HOW ABOUT THE PREYING MANTIS? THE KUNG FU GUY ON TELEVISION DOES THIS ALL THE TIME!
YOU BE THE JUDGE, CHUN LI! WHO IS THE BETTER FIGHTER?
DON'T PUT HER ON THE SPOT, RYU. YOU CAN BE THE BETTER FIGHTER. I JUST WANT TO BE THE BETTER LOVER!

EGM LIFESTYLES

THE WHAT'S HOT RESOURCE FOR EGM READERS ONLY

NEWS

A Hero is on the Way

The rumors are true! Sendai Publishing Group, publishers of the biggest and best video game mag, are making final preparations to launch *Hero Illustrated*.

Shipping in June, *Hero* will come in two versions: an *EGM*-sized newsstand version, and a slightly smaller edition sold through comic shops that will be packed with such goodies as unique cards, exclusive previews, special covers, and other neat stuff that make the comic book industry so exciting.

It doesn't take a wizard to see *Hero* will be HOT.

HERO ILLUSTRATED

TTI and EGM team to sponsor Bomberman '93 Play Tour

Electronic Gaming Monthly and Turbo Technologies - makers of the Duo and the eminently popular Bomberman game - have announced plans for the Bomberman '93 Play Tour.

The tournament will kick off on the consumer day (June 6) of the 1993 Summer Consumer Electronics Show in Chicago. *EGM* readers are encouraged to participate.

After CES, the Play Tour will be held at major shopping malls in seven cities including Los Angeles, Chicago, New York, Dallas, Philadelphia, San Francisco, and Boston.

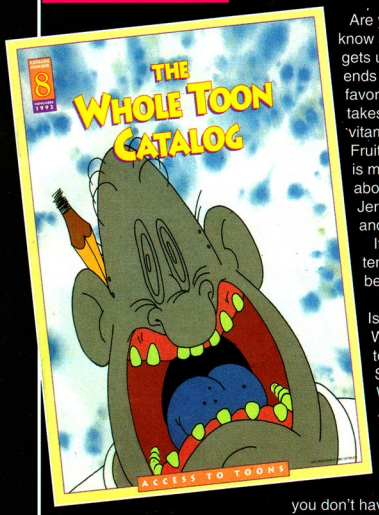
The last Bomberman tournament, held at the Winter CES, was an unqualified success. The tourney generated a huge amount of excitement as players frantically watched the finalists go head to head on a big-screen television.

"We're very excited to bring the Bomberman '93 Play Tour to *EGM* readers," said Terry Tang of TTI.

Look in next month's EGM for more details on the soon to be famous Bomberman '93 Play Tour.

ANIMATION

Toon In, Toon On, or Drop In



Are you or do you know someone who gets up on the weekends according to a favorite cartoon, takes Bugs Bunny vitamins after eating Fruity Pebbles, and is more passionate about Tom and Jerry than Bill and Al?

If any of these tendencies ring a bell, read on.

Located in Issaquah, Washington, a town just east of Seattle, the Whole Toon Access company houses a curious collection of cartoon creations. And you don't have to jump in your Mach 5 replica and race to the Pacific northwest to see this toonish landmark.

Whole Toon Access publishes the Whole Toon Catalog. Printed twice a year, the catalog packs thousands of animated titles in its 90-plus pages.

The best thing about Whole Toon Access is its Dumbo-sized inventory. Enthusiasts can find all types of animation from mainstream Disney, to Japanese anime such as Akira, to classics like Felix the Cat and Dudley Do-Right, and even enigmatic titles like Clutch Cargo. "If it's animated, and we can get our hands on it, you'll find it listed in our catalog," said co-owner Bob Major.

Almost every title listed is available on VHS format, although a growing selection is available on laser disc.

Besides the vast video selection, Whole Toon has more cool toys than Batman. Browsers will have trouble choosing between the now infamous Ren and Stimpy farting dolls, or Bullwinkle boxer shorts, or limited edition collectibles.

If you want to toon into Whole Toon, call them at (206) 391-8747.



With all the neat stuff, the colorful Whole Toon Access showroom resembles something out of a Roger Rabbit cartoon.

ELECTRONICS

Will Barcode Madness hit the U.S?

Don't be surprised if you soon begin seeing kids rummaging through their parents' cupboards in search of...the ultimate warrior.

With the recently introduced Barcode Battler from Irwin, cryptic barcode information from almost any product is translated into energy points, attack factors, and defense ability. "Now when kids walk into a store, they are really walking into a castle, literally filled with thousands of warriors and weapons," said Irwin senior vice president Paul Griffith.

Kids battle each other by comparing the relative strength of their barcodes. Players can use superhero cards supplied by Irwin or create their own by cutting out barcodes from product packages and pasting them on blank cards included with their Barcode Battler. Irwin is also preparing cards featuring Marvel Comics heroes.

After the Barcode Battler's Japanese introduction two years ago, kids found that a particular soup brand had a super-powered bar code and the product quickly sold out.



The ingenious idea to convert the ever-present bar codes from more than four million different products was introduced in Japan two years ago. Its popularity almost triggered a noodle shortage.

TOYS

Lego for the 21st Century



Lego has come a long way since Ole Kirk Christiansen first named his hand-painted wooden cars and animals Lego, a contraction that means "play well" in his native Denmark.

The earliest Lego brick entered the market in 1949. Since then, production has swelled to more than 11 million Lego bricks annually.

As Lego Systems, Inc. continues its growth, it has also become increasingly diverse.

Besides their staple product, Lego bricks, Lego Systems plans to open a number of Lego theme parks around the world. The company currently operates Legoland Park in Billund, Denmark.

The first park outside Denmark will open in 1996 in the United Kingdom near Windsor, and this year, the company will select a site for the first U.S. park, which will open in 1998. The Lego company is currently looking at sites in Norton/Mansfield, Massachusetts; North Stonington, Connecticut; Prince William County, Virginia; and greater San Diego, California.

Besides theme parks, Lego Systems opened the Imagination Center at the sprawling Mall of America in Bloomington, Minnesota. The attraction showcases the creativity inherent in Lego toys, and features 60 large-scale Lego models, and play areas for children to play with Lego bricks.

But it is those highly versatile, brightly colored bricks that have made the Lego name famous worldwide.

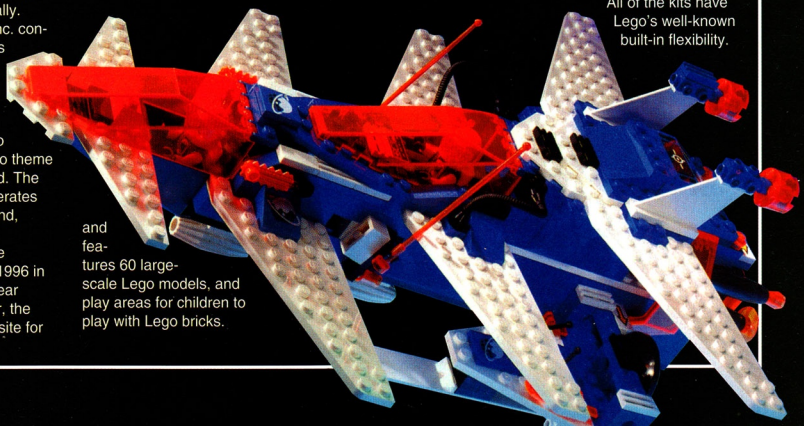
Lego bricks are made of a high-quality, non-toxic plastic that will not lose its color over time. Two standard eight-stud bricks can be combined in 24 ways. Six eight-stud Lego bricks can be combined in nearly 103 million ways. More than ever before, Lego bricks can be combined to create more diverse models and fantastic worlds.

Their Ice Planet 2002 line, for example, features six collectible models that combine space vehicles with arctic elements highlighted by the Deep Freeze Defender.

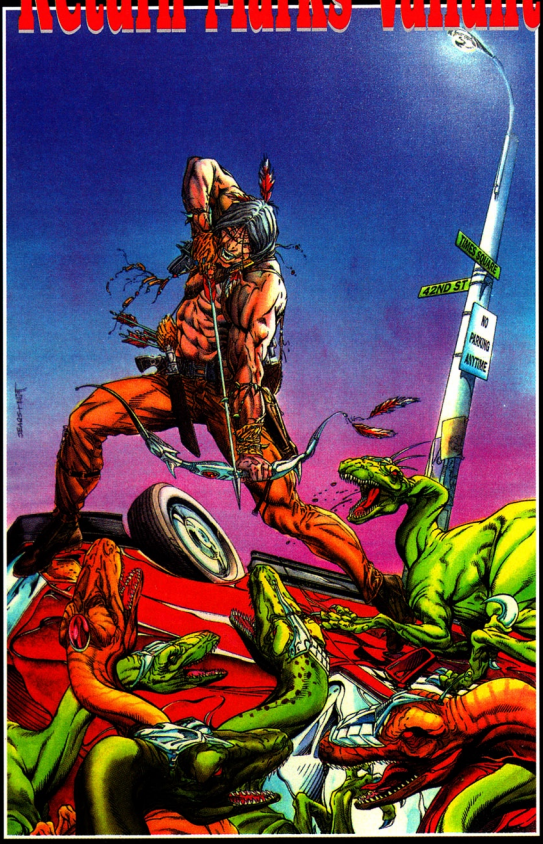
The Dragon Masters collection features a fire-breathing dragon in his den, a magician's workshop, and even an entire fortress.

Another intriguing product, the Skulls Eye Schooner contains more than 900 interlocking pieces and includes such details as cloth sails, two working pulley systems, and a compass that really turns.

All of the kits have Lego's well-known built-in flexibility.



Turok's Return Marks Valiant's Rise



Before hailing Valiant's re-introduction of Turok: Dinosaur Hunter, a brief history of this unique character is necessary.

Turok follows in the footsteps of two other popular Valiant titles, Magnus Robot Fighter and Solar. Like those two characters, Turok first appeared in Western Publishing Company comic books in the 1960's.

Magnus was the first Western character to resurface in the pages of a Valiant comic book roughly two years ago. Nearly four months later, Solar debuted.

But it is Turok who occupies a special place in comic book history.

"Turok has generated a great deal of interest in the Native American community, " Jim Perham said. "When he first appeared in the Western Publishing comics as Turok: Son of Stone, he was really the only Native American in comics that was treated with respect."

Although many comics back then were considered hokey by today's standards, Turok stood apart. His roots could be traced to the Plains Indians of the 1880's.

John Hartz, vice president of marketing for Valiant, believes the Turok title and character stand for something special. "Turok holds a special place in the eyes of creative people in comics because they remember those great painted covers and the incredible line art of Alberto Gioletti," he said.

Hartz asserts Turok is also appealing because "It is so open to interpretation, creative teams can do an action/adventure story such as Turok vs. dinosaurs; or some kind of political story dealing with the plight of Native Americans; or even an ecological story on the impact of dinosaurs in today's environment."

From potential storylines like these, it's apparent Turok has much more underlying substance than your typical comic book superhero.

"Turok is kind of like the Batman in that you can interpret him artistically and through writing in a number of different ways, but he will always remain intrinsically Turok," said Hertz

Despite his depth, Turok also has a very basic appeal for comic fans. "You have cool elements, things we liked as kids: Indians and dinosaurs," said Hartz."

Turok #1 writer David Micheline predates the storyline from Valiant's XO comics #14 and #15 where a nest of "bionosaurs" - dinosaurs pulled through time to 1992 and given a bionic implant - was destroyed by Turok and XO under Times Square in New York City. Turok #1 is set in 1987, with the first few issues filling in what happened during the last five years.

During this period, Turok has difficulty adjusting to not only the technology of the modern world, but also to the prejudices and injustices suffered by his people.

In issues #4, through #9, the storyline will follow Turok through his battles with the bionosaurs. It will also deal with issues confronting Native Americans in today's society.

Hartz expects sales of Turok to exceed one million, which will make it the best selling Valiant comic book ever.

To honor his return, Turok #1 is highlighted by a hybrid chromium and foil embossed cover. The brilliant drawing of Bart Sears and inking by Randy Elliot is embellished by a cover that is truly unique in an industry deluged with "special covers."

Last Action Hero Should be a Blast

With a number of mega-budget movies ready for summer, Arnold Schwarzenegger should be a big winner for his action-adventure-fantasy film that is a satire of his earlier work.





The *Last Action Hero*, with hype that includes even a rocket launch, will be one of the summer's blockbusters. Starring Arnold Schwarzenegger as Jack Slater, an otherwise invincible juggernaut, Slater's movie world is shaken up when an 11 year old boy is blasted out of his theater seat and into the movie.

Sparked by an unprecedented advertising gimmick, the *Last Action Hero* has the potential to out-gross some of the actor's other cinematic juggernauts including *Terminator* and *T2*.

Furthermore, an unusual ad campaign should give Columbia Pictures, the film's distributor, a unique advantage when megapics including *Jurassic Park, Cliffhanger,* and *Super Mario Bros.* debut this summer.

NASA and a consortium of corporations sponsoring the first commercial space mission in U.S. history chose the film to be the first advertiser in space - a slot coveted by dozens of consumer advertisers.

Details of the program include: advertising exposure of the *Last Action Hero* on the main fuselage of the rocket and booster rockets as well as on the payload, which will orbit the earth for a minimum of two years conducting microgravity experiments.

The program also features a 900-number through AT&T (1-900-ROCKET). Callers can leave a message that will be sent into space. Also included is a sweepstakes in which two grand prize winners, together with Schwarzenegger, will push a button that launches the rocket into space.

Sid Ganis, executive vice president of Columbia Pictures and president of marketing and distribution said, "Thematically, we think the ad is highly appropriate, in that both the main characters of the movie are transported from one world to another. We're also obviously excited about breaking new ground in the advertising world. And we're thrilled to help underwrite valuable commercial and academic experiments that very likely will help improve the quality of our lives."

Columbia Pictures pulled off a marketing coup when NASA announced its bid was selected from dozens of consumer advertisers to be the first advertiser in space.

The *Last Action Hero* stars Schwarzenegger as Jack Slater, a movie hero that has never lost a battle on the big screen. But when an 11-year-old boy named Danny is magically transported into Slater's movie, the adventure begins.

Teamed with his favorite action hero, Danny gets to live out his wildest fantasies as he crashes cars, flies through windows, and takes on the bad guys in a movie world where anything and everything is possible.

Things get complicated when the movie villains escape to the real world and Slater and Danny must follow. But as Slater deals with the fact that he is a product of a Hollywood screenwriter and now finds himself in Danny's world, where punches hurt and a gun can spell death, he proves he's a true hero.



EGM MARKETPLACE

Game Shock Inc.

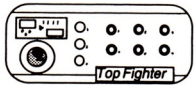
GAME SHOCK I
91 - 10 63rd Drive
Rego Park, NY 11374
(718)-459-7052

*Send us your used games for "NEW ONES" & receive credit
*Send us 9 or more old used games & receive a Mega Converter or Street Fighter Poster "FREE"

GAME SHOCK II
43 - 22 50th Street
Woodside, NY 11377
(708) 429-0655

Gold & Mail Order Members Special
GEN: LaRussa Baseball 54.50
SNES: Tecmo NBA 57.50

Mail Order Address: 91 - 08 63rd Drive, Rego Park, NY 11374
CALL (718)-459-GAME, FAX (718)-997-8991
Fax us your order 24 hours!
Send for your Free Catalog!
Dealers and Wholesalers Welcome!



"Top Fighter" Controller!
LCD / Programmable Combo Selection / Speed-Adjustments / 8-way Joystick / Smooth Control

GEN		SNES		GEN C/D	
1. Bubsy	50.50	1. Alien 3	51.50	1. Monkey Island	53.00
2. Dino 4 Hire	44.50	2. Claymates	51.50		
3. King/Mons.	46.50	3. Dracula	51.50	2. Joe Montana	61.50
4. Road Riot	47.50	4. Cybernator	53.50		
5. Shinobi 3	47.50	5. Fatal Fury	56.50	3. Dungeon Master	61.00

Clearance Sale
Members Only
SNES
Street Fighter 2 59.50
GEN
1. Desert Strike 32.50
2. Madden '93 39.50
*If you don't see it, CALL!

MEGA C/D	P.C. ENGINE	FAMICOM
1. Mortal Combat	1. Winds of Thunder	1. Dead Dance
2. Dark Wizard	2. Friend Hunter	2. Ranma 1/2 p. 2
3. Switch Adventure	3. Gunbusters Vol. II	3. Dragon Ball "Z"

GAME SHOCK GENESIS CD UNIT CONTEST

GOLD & MAIL ORDER MEMBERS ONLY!!!



NEW YORK LOTTO

(June 26th Drawing)

PICK ANY THREE #'s BETWEEN 1 AND 54
IF ALL THREE OF YOUR NUMBERS MATCH ANY OF THE SIX NUMBERS IN THAT DRAWING YOU WILL BE A GENESIS CD UNIT WINNER!

ENTRIES MUST BE IN NO LATER THAN June 19th, 1993

Name: _____
Membership #: _____
Social Security #: _____
Signature: _____

MEMBERSHIP APPLICATION FORM

(CALL FOR DETAILS)

GOLDAND MAIL ORDER ☐ $18
MAY SPECIAL: Buy 1 Membership, Get 1 Free

Name: _____
Address: _____
Phone #: (home) _____ (work) _____
Payment: Money Order ☐ Send Me A ***FREE*** Catalog ☐
Visa / MC ☐ #: _____ Exp. Date _____

We Sell Japanese Games/Movies/Models

GAME STUFF

C.O.D. & Credit Card Orders Welcome

Pre-Orders Accepted No Pre-Payment Required

Breaking Through In Video Game Entertainment!

SEGA GENESIS
SUPER NINTENDO ENTERTAINMENT SYSTEM
SEGA
SUPER FAMICOM
GAME GEAR SEGA
LYNX
GAME BOY
PC ENGINE
TURBO GRAFX 16

Lowest Prices
Great Service
Latest Releases
Huge Selection

BUY/SELL/NEW/USED/IMPORTS/GAMES & SYSTEMS

Free UPS Ground Shipping ($50 Min Order 2 Game Limit) except Neo Geo

2327 S. Garfield Ave.
Monterey Park, CA 91754
Mon - Sat 10-7:30pm
Sun 11-6pm
213/724-5733

DISCOVER
MasterCard
VISA

Send for A ***Free*** Catalog & Our Latest Specials

BRE SOFTWARE

Credit Card Orders: (209) 432-2684

Now Buying Genesis and Super Nintendo Systems

VISA MasterCard

$25.00 Bonus

Receive a **$25.00 Bonus** when you sell back 10 or more Genesis or Super Nintendo cartridges/CDs or receive a **$10.00 Bonus** when you sell back 5-9 Genesis or Super Nintendo cartridges/CDs. This coupon must be included with your cartridges. Not valid on previous buy backs or with any other offers. Limit 1 coupon per package. Cartridges must be received by May 31, 1993.



YES! - We honor our advertised prices!

Prices in this ad good through May 31, 1993

Send us your old cartridges - Receive a check back or purchase other titles of your choice

Used SEGA GENESIS™ Cartridges

We Sell Used - We Buy	
688 Attack Sub	39.95 18.00
Abram's Battle Tank	34.95 16.00
Aerobiz	59.95 35.00
Afterburner II	29.95 14.00
Afterburner III (CD)	49.95 30.00
Air Buster	29.95 14.00
Air Diver	24.95 12.00
Alex Kidd	19.95 10.00
Alien 3	39.95 20.00
Alien Storm	29.95 14.00
Alisia Dragoon	29.95 13.00
Altered Beast	9.95 2.00
Amazing Tennis	39.95 20.00
American Gladiators	44.95 25.00
Andre Agassi Tennis	39.95 20.00
Aquatic Games	29.95 14.00
Arch Rivals	29.95 14.00
Arcus Odyssey	29.95 14.00
Arie Lottie Marimbal	34.95 16.00
Arnold Palmer Golf	29.95 12.00
Arrow Flash	24.95 12.00
Art Alive	34.95 18.00
Atomic Robo Kid	24.95 12.00
Atomic Runner	29.95 14.00
B Bomb	34.95 16.00
Back to Future 3	29.95 14.00
Bat Man	29.95 13.00
Bat Man Returns	39.95 20.00
Bat Man - Revenge of the Joker	44.95 22.00
Bat Man Returns (CD)	39.95 20.00
Battle Squadron	24.95 12.00
Battlemaster	24.95 12.00
Battleroads	49.95 25.00
Battlewings	39.95 20.00
Bean Ball Benny	39.95 20.00
Beast Wrestler	29.95 15.00
Benin Wall	29.95 14.00
Bimini Run	29.95 14.00
Bio Hazzard Battle	34.95 16.00
Blackhole Assault (CD)	44.95 25.00
Blasteroids II	49.95 25.00
Blockout	29.95 14.00
Bonanza Bros	29.95 14.00
Breach	44.95 22.00
Bubsy	49.95 30.00
Buck Rogers	29.95 14.00
Bulls vs. Blazers	54.95 30.00
Bulls vs. Lakers	39.95 20.00
Burning Force	24.95 13.00
Buster's Hidden Treasure	44.95 26.00
C & C Music (CD)	39.95 18.00
Cadash	34.95 16.00
Cal Ripken Baseball	44.95 22.00
California Games	29.95 14.00
Captain America	29.95 14.00
Castle of Illusion	29.95 14.00
Centurion	29.95 14.00
Chakan	39.95 20.00
Champ. Pro Am	39.95 20.00
Chase HQ 2	44.95 25.00
Cheesecat	44.95 26.00
Chester Cheetah	49.95 26.00
Chuck Rock	44.95 16.00
Chuck Rock (CD)	39.95 20.00
Chi Chi's Pro Chall	34.95 16.00
Clue	44.95 22.00
Cobra Command (CD)	39.95 20.00
Cool Spot	49.95 30.00
Crackdown	29.95 14.00
Crossfire	24.95 12.00
Cruebali	39.95 20.00
Curse	34.95 16.00
Cyber Cop	34.95 16.00
Cyberball	34.95 16.00
Cyborg Justice	39.95 20.00
D & D - Warriors of the Eternal Sun	39.95 20.00
Hint Book	9.95 4.00
Dark Castle	49.95 25.00
Dashing Desp.	44.95 25.00
David Robinson's Supreme Court	34.95 16.00
Deadly Moves	44.95 22.00
Death Duel	34.95 16.00
Decap Attack	29.95 12.00
Desert Strike	39.95 20.00
Devilish	29.95 14.00
Dick Tracy	29.95 14.00
Dinosaurs for Hire	44.95 25.00
Double Clutch	39.95 20.00
Double Dragon	34.95 16.00
Double Dragon 3	49.95 25.00
Dragon's Fury	39.95 20.00
Dungeon Master (CD)	49.95 30.00
Dynamite Duke	29.95 12.00
E-Swat	24.95 12.00
Earnest Evans	34.95 16.00
Ecco the Dolphin	44.95 24.00
Ecco Dolphin (CD)	44.95 25.00
El Viento	34.95 16.00
Elemental Master	39.95 22.00
E. Hollyfield Boxing	39.95 20.00
Ex Mutants	39.95 20.00
Exile	34.95 16.00
F-15 Strike Eagle II	49.95 25.00
F-22 Interceptor	49.95 24.00
Faery Tale	29.95 14.00
Fantasia	29.95 14.00
Fatal Fury	59.95 35.00
Fatal Labyrinth	29.95 13.00
Final Fight	29.95 13.00
Ferrari Grand Prix	29.95 14.00
Fight Megamixmar	44.95 22.00
Fighting Masters	34.95 16.00
Final Fight (CD)	49.95 30.00
Final Zone	29.95 14.00
Fire Shark	29.95 14.00
Flash Back	59.95 35.00
Flintstones	39.95 20.00
Forgotten Worlds	24.95 12.00
G Loc	29.95 14.00
Gadget Twins	39.95 20.00
Gaiares	29.95 14.00
Ghost Ground	29.95 14.00
Galahad	29.95 14.00
Gauntlet 4	39.95 16.00
Game Genie w book	54.95 30.00
Gemfaire	39.95 20.00
George Foreman Boxing	39.95 20.00
Ghostbusters	29.95 12.00
Ghouls 'N Ghosts	29.95 12.00
Global Gladiators	39.95 18.00
Gods	39.95 20.00
Golden Axe	24.95 12.00
Golden Axe II	39.95 20.00
Granada	29.95 13.00
Great Waldo Search	39.95 20.00
Grind Stormer	34.95 16.00
Growl	29.95 14.00
Hard Drivin'	44.95 20.00
HardBall	29.95 14.00
HardBall 2	49.95 25.00
Hardball Baseball	29.95 14.00
Hellfire	29.95 13.00
Herzog Zwei	29.95 13.00
Hit the Ice	44.95 22.00
Home Alone	39.95 20.00
Hook (CD)	44.95 22.00
Humans	39.95 24.00
Immortal	29.95 14.00
Indiana Jones	34.95 16.00
Ines (CD)	39.95 20.00
Insector X	29.95 25.00
James Bond 007	39.95 20.00
James Pond	29.95 14.00
James Pond II	29.95 15.00
J. Capriati Tennis	39.95 20.00
Jeopardy	44.95 22.00
Jesher	44.95 22.00
Joe Montana	29.95 14.00
Joe Montana Football	29.95 14.00
Joe Montana Sportstalk Football '93	49.95 25.00
John Madden F.B	24.95 10.00
John Madden '91	29.95 12.00
John Madden '93	49.95 25.00
Champ. Edition	129.95 50.00
Jordan vs. Bird	44.95 22.00
Ka Ge Ki	29.95 12.00
Kaiser of the Galaxies	49.95 24.00
Kid Camelon	34.95 14.00
Killing Game Show	39.95 20.00
Kinetic	34.95 16.00
King of Monsters	49.95 30.00
King's Bounty	44.95 22.00
Kris Kross (CD)	39.95 20.00
Krusty's Fun House	34.95 16.00
Lakers vs. Celtics	29.95 14.00
Last Battle	24.95 12.00
Leander	39.95 20.00
Lemmings	39.95 20.00
LHX Attack Chopper	39.95 20.00
Lightening Force	29.95 12.00
Lotus Turbo Chall.	39.95 20.00
Marble Madness	29.95 14.00
Mario Lemieux Hocky	29.95 14.00
Marky Mark (CD)	39.95 20.00
Marvel Land	29.95 13.00
Master of Monsters	44.95 22.00
Maverick	39.95 20.00
Mercs	29.95 14.00
Metal Fangs	39.95 20.00
Midnight Resistance	29.95 14.00
Might and Magic	34.95 14.00
Might and Magic III	49.95 30.00
Mike Ditka Football	24.95 12.00
Mohammed Ali Boxing	49.95 25.00
Monkey Island (CD)	49.95 25.00
Monopoly	49.95 25.00
Moonwalker	29.95 13.00
Mr. Pac Man	29.95 14.00
MUSHA	29.95 12.00
Mutant League F.B	44.95 25.00
MVP Baseball	44.95 22.00
Mystic Defender	24.95 12.00
Mystical Fighter	39.95 20.00
NBA All Stars	44.95 22.00
NFL Sportstalk Football 93	39.95 20.00
NFL Sportstalk Football 93 (CD)	49.95 25.00
NHL Hockey	29.95 12.00
NHLPA Hockey 93	54.95 30.00
Night Trap (CD)	39.95 20.00
Olympic Gold	34.95 16.00
Out of this World	49.95 30.00
Outlander	39.95 20.00
Outrun	29.95 14.00
Outrun 2019	39.95 20.00
Pacmania	34.95 16.00
Paperboy	39.95 20.00
Paperboy 2	44.95 22.00
PGA Tour Basketball	24.95 12.00
PGA Tour Golf	34.95 15.00
PGA Tour Golf 2	54.95 30.00
Phantasy Star II	39.95 18.00
Phantasy Star III	39.95 16.00
Pitfighter	44.95 20.00
Pirates	44.95 25.00
Pit Fighter	29.95 14.00
Powerball	29.95 14.00
Power Monger	39.95 20.00
Predator 2	44.95 22.00
Prince of Persia (CD)	49.95 25.00
Pro Quarterback	39.95 20.00
Quackshot	29.95 14.00
Quad Challenge	44.95 22.00
Race Drivin	49.95 30.00
Radical Racing	44.95 22.00
Rainbow Islands	29.95 14.00
Railroad Tycoon	44.95 22.00
Rambo III	29.95 13.00
Rampart	44.95 22.00
Rastan Saga II	24.95 10.00
RBI Baseball 3	39.95 20.00
RBI Baseball 4	39.95 20.00
Revenge of Shinobi	29.95 12.00
Rings of Power	34.95 16.00
Rise of the Dragon (CD)	49.95 25.00
Risky Woods	39.95 20.00
Road Avenger (CD)	44.95 25.00
Road Rash	29.95 13.00
Road Rash 2	49.95 25.00
Road Rash 3	59.95 30.00
RoadBlasters	39.95 18.00
Robocop 2	29.95 14.00
Rollo to the Rescue	29.95 14.00
Romance of the Three Kingdoms	44.95 25.00
Sagaia	24.95 10.00
Saint Sword	29.95 14.00
Sewer Shark (CD)	39.95 20.00
Shadow Blasters	24.95 12.00
Shadow Dancer	29.95 14.00
Shadow of Beast	29.95 14.00
Shadow of Beast 2	39.95 20.00
Shining Force	49.95 30.00
Shining in Darkness	39.95 16.00
Shinobi 3	49.95 30.00
Side Pocket	49.95 25.00
Simpson's Bart vs. Space Mutants	39.95 20.00
Slaughter Sport	29.95 14.00
Slime World	29.95 14.00
Smash TV	39.95 20.00
Soccer	24.95 12.00
Sol Deace	34.95 16.00
Sonic Hedgehog	19.95 8.00
Sonic Hedgehog 2	44.95 20.00
Sorcerers Kingdom	49.95 25.00
Space Harrier II	24.95 12.00
Space Invaders '91	34.95 14.00
Speedball 2	24.95 12.00
Spiderman	29.95 12.00
Splatterhouse 2	34.95 16.00
Sportstalk Baseball	39.95 20.00
Star Control	29.95 14.00
Star Odyssey	44.95 22.00
Starflight	29.95 12.00
Steel Empire	29.95 14.00
Steel Talons	44.95 25.00
Storm Lord	29.95 12.00
Street Smart	29.95 14.00
Streets of Rage	29.95 13.00
Streets of Rage 2	49.95 25.00
Strider	29.95 13.00
Strider II	54.95 30.00
Sunset Riders	39.95 20.00
Super Battletank	49.95 25.00
Super Hang On	24.95 10.00
Super High Impact	34.95 16.00
Super Monaco GP	24.95 10.00
Super Monaco GP 2	34.95 16.00
Super Off Road	39.95 20.00
Super Thunder Blade	24.95 12.00
Super Volleyball	24.95 10.00
Super Wrestlemania	34.95 20.00
Superman	39.95 20.00
Swamp Thing	39.95 20.00
Sword of Sodan	29.95 14.00
Sword of Vermillion	24.95 10.00
Syd of Valis	34.95 16.00
T2 Arcade Game	39.95 20.00
T2 Judgement Day	44.95 22.00
Taz Mania	39.95 20.00
Task Force Harrier	29.95 14.00
Tazmania	39.95 20.00
Team USA Bball	34.95 16.00
Tecmo Cup Soccer	49.95 26.00
Technocop	29.95 13.00
Teenage Mutant Ninja Turtles	39.95 20.00
Tennessee Heist	39.95 18.00
Terminator	29.95 14.00
Terminator (CD)	49.95 25.00
The Duel	44.95 22.00
Test Drive 2	44.95 22.00
Thunderforce II	24.95 10.00
Thunderforce III	29.95 13.00
Time Gal (CD)	49.95 30.00
Toe/Jam & Earl	34.95 16.00
Toki Going Ape Spit	29.95 14.00
Tommy Baseball	29.95 14.00
Tony La Russa Baseball	54.95 35.00
Toxic Crusaders	34.95 16.00
Trayaxa	34.95 16.00
Trick Cobra	34.95 16.00
Two Crude Dudes	34.95 16.00
Twoints	49.95 25.00
Ultimate Qix	29.95 14.00
Uncharted Waters	49.95 30.00
Universal Soldier	44.95 16.00
Valis	34.95 16.00
Valis III	29.95 13.00
Vapor Trail	29.95 14.00
Warrior of Rome	29.95 14.00
Warrior of Rome 2	49.95 25.00
Warsong	39.95 20.00
Wheel of Fortune	29.95 14.00
Where in Time is Carmen San Diego?	29.95 14.00
Where in the World is Carmen San Diego?	34.95 16.00
Wimbledon	29.95 12.00
Wings of War	24.95 10.00
Winter Challenge	29.95 14.00
Wolf Child	49.95 30.00
Wolf Child (CD)	39.95 20.00
Wonderboy in M.W.	29.95 14.00
Wonder Dog (CD)	44.95 22.00
World Class Leaderboard Golf	49.95 23.00
World of Illusion	44.95 22.00
World Soccer	24.95 10.00
WWF Steel Cage Challenge	49.95 30.00
X Men	54.95 30.00
Ys 3	29.95 14.00
Zombie High	44.95 22.00

SUPER NINTENDO

Actraiser	34.95 16.00
Addams Family	39.95 20.00
Adventures of Bob	49.95 30.00
Aerobiz	49.95 30.00
Alien 3	49.95 30.00
Aliens vs. Predator	49.95 30.00
Amazing Tennis	44.95 22.00
AmericanGladiators	49.95 30.00
Asuchi Games	44.95 25.00
Arcania	39.95 20.00
Axelay	44.95 22.00
Bart's Nightmare	49.95 22.00
Bat Man Returns	49.95 30.00
Bat Man - Revenge of the Joker	54.95 30.00
Battle Blaze	49.95 25.00
Battle Isle	49.95 30.00
Battle Grand Prix	49.95 30.00
Battle Mamaxx	49.95 30.00
Bazooka Blitzkrieg	49.95 28.00
Bebes Kids	49.95 25.00
Best of the Best	49.95 26.00
Blaze On	44.95 22.00
Blue Brothers	49.95 30.00
Bonkers	49.95 30.00
Bowl Brothers	49.95 30.00
Bubsy	54.95 30.00
Bulls vs. Blazers	49.95 30.00
Buster Bros	44.95 22.00
Buster Bros Loose	44.95 22.00
Cabeqars Palace	54.95 30.00
Cal Ripken Blast	49.95 30.00
California Games II	49.95 28.00
Castlevania IV	39.95 16.00
Chessmaster	44.95 22.00
Chester Cheetah	49.95 26.00
Chuck Rock	49.95 25.00
Clue	49.95 25.00
Congo's Caper	49.95 30.00
Cool Spot	49.95 30.00
Cool World	49.95 25.00
Curse of the Azure Bonds	49.95 30.00
Cyber Spin	44.95 22.00
Cybernator	49.95 25.00
D-Force	49.95 30.00
D. Sullivan's Indy Racing	49.95 30.00
Dead Dance	49.95 30.00
Deadly Moves	49.95 30.00
Death Valley Rally	44.95 23.00
Desert Strike	49.95 28.00
Dig Spike Volleyball	49.95 30.00
Dino City	49.95 30.00
Doomsday Warrior	49.95 30.00
Dragon's Lair	49.95 30.00
Dragonstrike	49.95 30.00
Drakkhen	34.95 16.00
Dream Probe	49.95 30.00
Dream TV	49.95 30.00
Dungeon Master	59.95 35.00
Earth Worm Jim	59.95 30.00
Equinox	49.95 30.00
ESPN	49.95 30.00
Extra Innings	44.95 22.00
F Zero	39.95 20.00
F-1 Pole Position	49.95 30.00
Fables & Friends	49.95 30.00
Fatal Fury 2000	44.95 25.00
Fatal Fury	54.95 35.00
Final Fantasy 2	44.95 20.00
Final Fantasy Mystic Quest	39.95 18.00
Final Fight	39.95 18.00
Final Fight 2	54.95 35.00
Firepower 2000	44.95 22.00
Flash Rampage	49.95 30.00
Football Fury	59.95 35.00
Game Genie w book	54.95 30.00
Gemfaire	49.95 30.00
G. Foreman Boxing	44.95 22.00
Gods	49.95 30.00
Golden Empire	49.95 30.00
Gradius III	49.95 30.00
Great Waldo Search	49.95 30.00
Gunforce	49.95 30.00
Harley's Humongous Adventure	49.95 30.00
Hit the Ice	44.95 22.00
Home Alone II	44.95 22.00
Home Alone III	44.95 22.00
Hook	49.95 25.00
Humans	49.95 25.00
Hunt Red October	44.95 22.00
Hyperzone	49.95 30.00
Indndo	49.95 30.00
Jack Nicklaus Golf	44.95 22.00
Jeopardy	44.95 22.00
Jeopardy 25th Anniversary	49.95 30.00
Joe and Mac	44.95 20.00
John Madden F.B	49.95 18.00
John Madden '93	49.95 25.00
Kablooey	44.95 22.00
Kawasaki Challenge	49.95 30.00
King Arthur	49.95 30.00
King of Monsters	49.95 30.00
King's Quest V	49.95 30.00
Lagoon	39.95 20.00
Leg. Mystical Ninja	44.95 22.00
Lemmings	44.95 22.00
Lethal Weapon	49.95 25.00
Magic Sword	49.95 25.00
Magical Quest	49.95 30.00
Mahjong	49.95 30.00
Mario Paint with Mouse	49.95 30.00
Mech Warrior	49.95 30.00
Metal Jaw	49.95 30.00
Might & Magic II	59.95 40.00
Monopoly	44.95 30.00
Musya	49.95 30.00
MVP Baseball	49.95 26.00
NBA All Stars	49.95 30.00
NBA Basketball	49.95 30.00
NBA Basketball	49.95 25.00
NHLPA Hockey 93	54.95 30.00
N. Ryan Baseball	44.95 22.00
On the Ball	44.95 22.00
Out of this World	44.95 23.00
Outlander	49.95 30.00
Overlord	49.95 30.00
Paperboy 2	44.95 22.00
Pebble Beach Golf	44.95 22.00
PGA Tour Golf	44.95 22.00
Phalanx	44.95 20.00
Pigskin Footbrawl	44.95 22.00
Pilotwings	44.95 20.00
Pitfighter	49.95 25.00
Rocky & Rocky	49.95 30.00
Power Moves	49.95 30.00
Power Punch 3	49.95 30.00
Prince of Persia	49.95 25.00
Quarterback	49.95 30.00
Pugley's Scav. Hunt	49.95 30.00
Push Over	44.95 22.00
R Type 3	49.95 30.00
Race Drivin	49.95 28.00
Radical Flyer	44.95 22.00
Raiden Trad	44.95 22.00
Railroad Tycoon	59.95 35.00
Rampart	49.95 30.00
Rival Turf	44.95 20.00
Road Rash	49.95 30.00
Robocop 3	49.95 25.00
Robosaurus	49.95 30.00
Rocketeer	49.95 25.00
Rocky & Bullwinkle	49.95 30.00
Rom's Kingdoms 4	49.95 30.00
Roundball	49.95 25.00
RPM Racing	44.95 22.00
Run Saber	49.95 30.00
Search Ultratrove	49.95 30.00
Shadowrun	49.95 30.00
Shanghai 2	49.95 30.00
SimCity	59.95 35.00
SimEarth	54.95 35.00
Skins Game	44.95 22.00
Skyblazer	49.95 30.00
Slapstick	49.95 30.00
Smart Ball	39.95 20.00
Smash TV	39.95 20.00
Sonic Blast Man	49.95 30.00
Soul Blazer	44.95 22.00
Space Football	44.95 22.00
Space Megaforce	44.95 22.00
Speedy's Quest	49.95 30.00
Special T Shot	49.95 30.00
Spindizzy	49.95 30.00
Spiderman X Men	49.95 26.00
Spindizzy	44.95 22.00
Spot II	49.95 30.00
Street Combat	49.95 30.00
Street Fighter II	59.95 30.00
Super Adv Island	44.95 22.00
Super Adv Island II	44.95 22.00
Super Base Sim	49.95 30.00
Sup Bases Loaded	39.95 18.00
Super Batter Up	44.95 22.00
Super Battletanks	44.95 25.00
Super Battletoads	54.95 30.00
Super Bomberman	49.95 30.00
Super Combatribes	49.95 30.00
Super Conflict	49.95 30.00
Sup Ghouls Ghosts	44.95 18.00
Super High Impact	49.95 30.00
Super Jame Pond	49.95 30.00
Super Mario Kart	44.95 22.00
Super Mario World	29.95 12.00
Super Nova	49.95 30.00
Super Off Road	49.95 22.00
Super Pinball	49.95 30.00
Super Slam Dunk	79.95 50.00
Super Soccer	39.95 20.00
Super Soccer Champ	44.95 22.00
Super Star Wars	59.95 30.00
Super Strike Eagle	49.95 30.00
Super Troll Land	49.95 30.00
Super Turrican	49.95 30.00
Super Valis IV	49.95 30.00
Super Widget	49.95 30.00
Super Wrestlemania	49.95 30.00
Superman	49.95 30.00
Syvalion	49.95 30.00
T2 Arcade Game	49.95 30.00
T2 Judgement Day	49.95 30.00
Tecmo NBA Bball	54.95 32.00
T.M.N.T. 4	44.95 22.00
The DuelTest Driv 2	49.95 30.00
Thunder Spirits	44.95 22.00
TKO Champ Boxing	49.95 25.00
Tom & Jerry	49.95 25.00
Top Gear	49.95 30.00
Toxic Crusaders	49.95 25.00
Toys	49.95 25.00
Ultima 6	54.95 35.00
Ultraman	34.95 16.00
UN Squadron	49.95 30.00
Uncharted Waters	49.95 30.00
Universal Soldier	49.95 30.00
Utopia	49.95 30.00
Vikings	49.95 30.00
Waralae Golf	44.95 22.00
Warpspeed	49.95 25.00
Wheel of Fortune	49.95 25.00
Where in the World is Carmen San Diego?	49.95 25.00
Where in Time is Carmen San Diego?	49.95 25.00
Wing Aces High	44.95 22.00
Wing Commander	44.95 25.00
Wolf Child	54.95 30.00
Wordtris	49.95 25.00
World Leag. Soccer	49.95 30.00
WWF Steel Cage	49.95 30.00
X Zone	34.95 12.00
Xardion	39.95 20.00
Ys III	39.95 20.00
Yoshi's Cookies	44.95 20.00
Zelda III	44.95 20.00

Game Gear

Aerial Assault	29.95 15.00
Alien 3	29.95 15.00
Ariel Little Mermaid	29.95 15.00
Ax Battler	24.95 12.00
Batman Returns	29.95 15.00
Batter Up	24.95 12.00
Berlin Walls	24.95 12.00
Castle of Illusion	29.95 15.00
Chakan	29.95 15.00
Chase HQ	24.95 12.00
Chess Master	24.95 12.00
Chuck Rock	29.95 15.00
Clutch Hitter	24.95 12.00
Crystal Warriors	24.95 12.00
D Robinson's Sup Ct	24.95 12.00
Defenders of Oasis	29.95 15.00
Devilish	24.95 12.00
Donald Duck	29.95 15.00
Dragon Crystal	19.95 10.00
Eternal Legend	24.95 12.00
Evan. Holyfield Box.	29.95 15.00
Fantasy Zone	19.95 10.00
G Loc	24.95 12.00
George Foreman KO	24.95 12.00
Golden Axe	24.95 12.00
Halley Wars	19.95 10.00
Home Alone	29.95 15.00
Impossible Mission	24.95 12.00
Joe Montana F.B	19.95 10.00
Junction	19.95 10.00
Kid Chameleon	24.95 12.00
Leaderboard Golf	24.95 12.00
Lemmings	24.95 12.00
Majors Pro Baseball	29.95 15.00
Marble Madness	29.95 15.00
Ninja Gaiden	24.95 12.00
Olympic Gold	24.95 12.00
Out Run	19.95 10.00
Outrun Europe	29.95 15.00
Pac Man	19.95 10.00
Paperboy	29.95 15.00
Popils	24.95 12.00
Pitfighter 2	29.95 12.00
Prince of Persia	29.95 15.00
Pro Basketball	29.95 15.00
Psychic World	24.95 12.00
Putt & Putter	24.95 12.00
Rastan Saga	24.95 12.00
RC Grand Prix	24.95 12.00
Real Deal Boxing	29.95 15.00
Revenge of Shinobi	24.95 12.00
Shinobi	19.95 10.00
Shinobi II	29.95 15.00
Simpsons	29.95 15.00
Smash TV	29.95 15.00
Solitaire Poker	29.95 12.00
Sonic Hedgehog	19.95 8.00
Sonic Hedgehog 2	29.95 12.00
Space Harrier	19.95 10.00
Spiderman	24.95 12.00
Star Wars	29.95 12.00
Streets of Rage	29.95 15.00
Super Golf	24.95 12.00
Super Monaco GP	19.95 10.00
Super Off Road	29.95 15.00
Super Space Invaders	29.95 15.00
Tatesign	29.95 15.00
Ax Mania	29.95 15.00
Terminator	29.95 15.00
Wheel of Fortune	29.95 12.00
Wimbledon Tennis	29.95 12.00

To sell cartridges

1. On a full sized piece of paper, write your name, complete address, phone number and a list of all the cartridges with the buy back prices you are selling.
2. If you would like to purchase cartridges with the money or credit received, list the titles you would like to order on the same piece of paper.
3. Pack your cartridges, all paperwork and bonus coupons in a box. Send the box to the address below by UPS or registered mail. Be sure to include the 'Dept #' on the **outside** of your package.
4. Your check/credit slip will normally be mailed within 2-3 working days of receiving your cartridges.

To buy cartridges

1. On a full sized piece of paper, write your name, complete address, phone number and a list of all the cartridges you would like to order. To speed processing of your order, list an alternative for each title you are ordering.
2. Calculate the total for the cartridges you wish to order, including shipping & handling charges ($6.00 for the first cartridge, $1.00 for each additional, Alaska, Hawaii, APO, FPO double shipping + handling charges). California residents add 7.75% sales tax.
3. Allow 21 days for personal checks to clear - send money order for fastest processing.
4. Send your order to the address below.

Send your Cartridges/Orders to:

BRE SOFTWARE
Dept. EM5
352 W. Bedford # 104
Fresno, CA 93711

Titles in *ITALICS* are newer and may or may not be available, please call for availability. All Used Genesis, Game Gear, Game Boy, TurboGrafx 16, and Super Nintendo Cartridges must include box, instructions, cardboard inserts and any hint books that were included with the game. Cartridges without box, instructions, etc will be returned at your expense. We pay cash for Genesis, Game Gear, and Super Nintendo cartridges. We pay store credit only for TurboGrafx 16, Nintendo, Lynx, and Game Boy cartridges. All Used Cartridges have a **90 DAY WARRANTY** and are subject to availability. All prices are subject to change without notice. We reserve the right to refuse any sale or purchase. Allow 40 days to receive orders placed with money orders and 60 days to receive orders placed with personal checks. Due to the nature of game cartridges, we are unable to give refunds. For shipping, add $6.00 for the first cartridge and $1.00 for each additional. Alaska Hawaii APO double shipping charges. Calif Res add 7.75% tax. No COD's. If we do not receive your package by 5/31/93 or your game titles are not listed in this ad, you will be paid from our current price list. To receive prices in this ad you must include the Dept. # from this ad on the **OUTSIDE** of your package. Include your Name, Address, and Phone Number on a piece of paper **INSIDE** of your package. If you are unclear about any of our policies, procedures or prices, please call. Dealers Welcome - Call or FAX (209) 432-2599. Nintendo, Game Boy and Super Nintendo are registered trademarks of Nintendo of America Inc. We check for credit card fraud.

JAPAN VIDEO GAMES

Your ONE STOP Video Games Store - We buy/sell used Games & Systems

SPECIALS OF THE MONTH

SUPER NINTENDO

Fatal Fury	$56.00
Cybernator	$52.00
Batman Returns	$52.00
Super Strike Eagle	$52.00
Terminator	$52.00
Tiny Toon Adv.	$49.00
Super Star Wars	$52.00
Star Fox	$54.00
Super Conflict	$52.00
Tecmo NBA Basketball	$56.00

NEO GEO

NEO GEO Gold	$499.00
Fatal Fury 2	$199.00
Art of Fighting	$189.00
World Hero	$189.00
Super Side Kicks	$179.00

"Buy 1 Game, Get 2nd Game with $5.00 OFF"

GENESIS

Flash Back	$56.00
Fatal Fury	$54.00
X-Men	$47.00
Tony La Russa Baseball	$49.00
Hard Ball 3	$54.00
OutRun 2019	$44.00
Batman Returns (CD)	$47.00
Rise of the Dragon (CD)	$47.00
After Burner 3 (CD)	$45.00
Willie Beamish (CD)	$47.00

SUPER FAMICOM

Dragon Ball 2	$85.00
Dead Dance	$85.00
Super Tetris 2	$75.00
F-1 Grand Prix (2)	$69.00
Ultra Seven	$ Call
Albert Odyssey (RPG)	$69.00
Jo Jo Adventure (RPG)	$69.00
El Faria (RPG)	$65.00
Ranma 1/2 (#2)	$85.00

PC ENGINE CD

Gun Buster Vol 2	$ Call
Poem of Angel 2	$ Call
Rainbow Island	$ Call
Macross 2036	$ Call
Super Big Brothers	$ Call
Bonks 3 (PC)	$ Call
Gradius 2	$ Call
Imagine Fight 2	$ Call
Lord of Thunder (Turbo Duo)	$ Call
Bomberman '93 (Turbo)	$ Call

MEGA CD

Ninja Warriors	$ Call
Annet Again	$ Call
Final Fight	$ Call
Jaguar XJ 220	$ Call
Devastator	$ Call
Ranma 1/2	$ Call
Dark Wizard	$ Call

Coming Soon.. (SNES)

- Street Combat
- Magic Johnson
- American Gladiator
- Vikings
- Tazmania
- Dungeon Masters
- Yoshi's Cookies
- Mup Football
- Mech Warrior
- Final Fight 2

LOW PRICE - HUGE SELECTION
GREAT SERVICE - BIG SAVINGS

DEALERS & WHOLESALE WELCOME

Call
(818) 281-9282
or Fax
(818) 451-5839
(San Gabriel Plaza)
710 W. Las Tunas, #1
San Gabriel, CA 91776

C.O.D & CREDIT CARD WELCOME
Call for our latest Catalog

Coming Soon.. (GENESIS)

- Strider 2
- Out of this World
- Shining Force
- Shinobi 3
- Dolphin
- Time Gate (CD)
- Joe Montana NFL (CD)
- Terminator (CD)
- Final Fight (CD)
- Bulls vs Blazers

ONE-PLAYER

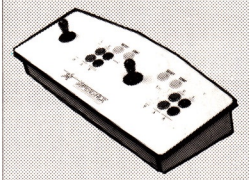


Regular $84.95
Turbo/Slomo $99.95

SUPERSTICK JOYSTICKS

- Extremely sturdy (Arcade Grade High Density particle board)
- Durable True Arcade Joystick and buttons
- Compatible with all Super NES Games
- Slomo and Turbo Fire available
- Available in 1-Player or 2-Player version
- Dimensions: 1-Player 11"x15.5"x5" (5lbs)
  2-Player 11.5"x30"x5" (17lbs)
- Made in the USA
- **Superstick** available soon for **Genesis Sega**
- We accept **CUSTOM WORK** (Arcade Type controllers for Neo-Geo, Genesis...)

2-PLAYER



Regular $164.95
Turbo/Slomo $184.95

ADVERTISER INDEX

ADVERTISER	PAGE
Absolute	81
Acclaim	5,47,57,137,139,141,143
Accolade	33,119,121,SI-5,16
Activision	91
Asciiware	48-49,51,53
Bre Software	173
Buena Vista	15
Bullet Proof	3
Chips & Bits	135
Data East	76-77
DTMC	93,95
Electronic Arts	12-13
Enix America	17
Game Shock	172
Game Stuff	172
Interplay	132-133
Irem America	85
Japan Video Games	174
Koei	67
Konami	2(IFC)
Master the Game	157
Ocean	180(OBC)
Pandemonium	79
Renovation	11,89
Sega	6-7,64-65
Seika	69
Software Etc.	19
Software Toolworks	123,125
STD Entertainment	25,27
Sunsoft	75,97,117,179(IBC)
Taito	59,87
Takara	55,99
Tecmo	38-39
Tengen	22-23,73,SI-2-3
Tradewest	41
TSR	71
Turbo Tech	44-45,152-154
UBI Soft	35
Vic Tokai	82-83,127
Virgin Games	9,60-61,158-159,SI-8-9
Working Designs	29,31

Contest Winners

Star Wars Contest

Help us Obi-Wan Kenobi! The correct answers to our Star Wars contest are:

1) B 2) A 3) A
4) C 5) B 6) C

Here are the rest of the winners and thanks to all those who entered:



Jeffrey Crosno of Coconut Grove, FL. is the Grand Prize Winner. His face will appear in Super Empire Strikes Back!

First Prize - Darth Vader Mask:
Deshawn Bullinger,Chicago, IL; Stanford O'Brien, Rock Island, IL; Kirk Waterstram, Johnstown, PA; Rich Brandt, Wexford,PA; Jeremiah Colonna-Romano, Stow, MA.

Second Prize - "Making of Star Wars" Video:
Jo Thompson, Santa Rosa, Ca; Claude Barklay, Bartow, CA; Greg Simi, Oakland, CA; David Ferguson, Atlanta,GA; Matthew McGinn, Alexandria, VA.

Third Prize - Star Wars T-Shirt:
Abigail Delk, Ashboro, NC; AnthonyBrowski, Stevensville, MI; Theodore Dobson,Scotsdale, AZ; Max Cookson, Inola, OK; Cynthia Hildebrandt, Bridgeman, MI; Shaun Abraham, Carrollton,TX; Willie Rendon, El Paso, TX; Dom Carlucci, Newtown, CT; Darren Duvall, Riverdale, GA; Guy Taylor, Atascadero, CA.

Andre Agassi Contest

Game, Set and Match to Donna Swope of Littleton, CO. She is the Grand prize winner in our Andre Agassi contest. The Correct answers to our questions were:
1. A - England; 2. B - Forehand; and 3 . C - American Indoor. As Donna wins a leather jacket with the image of the Andre Agassi tennis box embossed on the back.

First Prize - Andre Agassi Tennis video game from TecMagik:
Jillian Paul, Palmyra,PA; Butch Alexander, Gilmer,TX; Loren Post, Ewa Beach,HI;Art Sauve' Kenner,LA; Fred Bianchini, Mt. Vernon, WA; Juanita Lewis, Greensboro,NC; Josh Fraase, West Fargo,ND; Laurie Griffith, Southfield, MI; Jonna Richison, Gainsville,MO; Denise Schorr, Plymouth,MN.

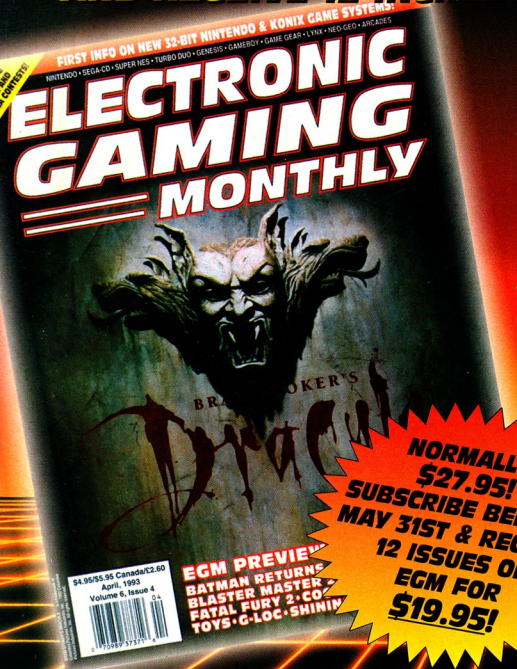
Second Prize - Andre Agassi fanny Pack:
Seth Laursen, Escondido, CA; James Wurtz, Astoria, NY; Richard Dublin, Columbus, OH; Marti Brown, Benton Harbor, MI; Scott Oakley, Manikan Sabot, VA; Diane Daily, Baltimore, MD; Patrick Mills, Scranton, PA; Elizabeth Wright, Washington, GA; Anne Segura, Gilbert, AZ; Karen Morphis, Woodland Hills, CA; Doug Vybiral, Houston, TX; Joseph Milak, Franklin, NJ; Bernard McAuliffe, Fishkill, NY; George Fitts, W. Columbia, SC; Marlene Motola, Los Angeles, CA; Harriet Ferguson, Charlotte, NC; Willard Prevost, Hamlin, NY; Linda Litalien, Bridgewater, MA; Jim Macicha, Lakeland, FL; Gail Weider, Winston, GA; Betty Babcock, Congress, AZ; Yolanda Hale, Danville, IL; Thomas McClendon, Honolulu, HI; Colleena McHugh,Belmont,CA; Dan Gauvin,Bangor,ME.

Congratulations to all the winners and thank you to all who entered.

LIMITED TIME OFFER! ACT NOW!

SUBSCRIBE TO EGM

AND RECEIVE 12 INCREDIBLE ISSUES & Q-LETTER!



Each big full-color issue of EGM is packed with In-Your-Face information and exclusive coverage of the hottest video game action you can find.

EGM is the only mag loaded with special pull-out strategy guides, killer maps and super secrets that will send your scores soaring!

You find all this and more only in the Biggest and Best video game magazine! Be the first to get every action-packed page delivered to your door by subscribing today!

NORMALLY $27.95! SUBSCRIBE BEFORE MAY 31ST & RECEIVE 12 ISSUES OF EGM FOR $19.95!

SPECIAL QUARTERMANN NEWSLETTER FREE!!

Now you can learn more about the video game industry than ever before with a subscription to EGM! Bound-in with your special copy of EGM you'll find an incredible newsletter from the guru of gossip - Quartermann - at no additional charge! As a subscriber you'll have access to information so provocative it can't even get into EGM! Only Quartermann can deliver this kind of info, including Quartermann's first game reviews! Don't miss out!

BECOME A VIDEO GAME V.I.P. & GET 12 ISSUES OF EGM & Q-LETTER!

Get 12 issues of EGM plus Q-Letter for only ~~$27.95~~! $19.95

Send payment to: EGM, P.O. Box 7524, Red Oak, IA 51591-0524

12 Issues Only $19.95!



Name _____

Address _____

City _____

State _____ ZIP _____

_____ Payment Enclosed _____ Bill Me

Credit Card Orders:

_____ VISA _____ MC

Card No. _____

Exp. Date _____

Signature _____

For Faster Service, Call Toll-Free:

1-800-444-2884

ACT NOW - Get your subscription to EGM today! Secure these rates by sending payment today or check bill me and an invoice will be sent. Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico add $10.00. All foreign subscriptions via airmail only $100.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank.) All foreign orders must be prepaid. Please allow 6-8 weeks for your first issue.

MPLP3

SAVE LIKE A PRO! SUBSCRIBE TO EGM!

U.S. NATIONAL VIDEO GAME TEAM'S INTERNATIONAL SCOREBOARD

VIDEO GAME HIGH SCORES Effective March, 1993

Game of the Month High Scores!!

This Month's Game...

SONIC THE HEDGEHOG 2



1. KATHY LAU	**9,999,990**	
2. Danny Tewell	9,999,990	
3. Heath Stevens	9,999,990	
4. Corey Marsh	9,999,990	
5. Justin Mullins	9,999,990	

Send Scores For...

TMNT: The Hyperstone Heist

All entries by June 15.

WIN BIG WITH EGM!!

Now, you can show off your game playing skills with your very own U.S. National Video Game Team Jackets and T-Shirts. Each month, the top scorer on our Game of the Month will be awarded a Team Jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

NINTENDO

Game	Score	Player
Addam's Family	1,034,200	Stephen Krogman
Adventure Island 2	272,040	Edouard Charbonneau
Batman	6,802,500	Jeff Arensmeyer
Battletoads	999,999	Jason Klinger
Castlevania	999,990	Jeff Adkins
Double Dragon 2	9,999,990	Edouard Charbonneau
Dr. Mario	1,026,600	Richard Sauther
Godzilla	11,111,310	David Wright
8 Eyes	10,172,458	Kelly McKenzie
Iron Sword	1,314,416	Jeff Adkins
Marble Madness	147,110	Jason Turka
Paperboy	191,300	Glenn Stockwell
Rampage	42,999,963	Stephen Krogman
Road Blasters	999,999	Ralph Barbagallo
Robocop	112,081	Jason Turka
Sqoon	12,012,210	Glen Stockwell
Super Mario Bros. 3	9,999,990	Sergio Stugar
Tetris	999,365	Richard Sauther
T.M.N.T. 3	934,600	Rick Lico

SNES

Game	Score	Player
Act Raiser	161,900	T.J. Rappel
Contra 3	9,999,999	David Wright
Final Fight	2,712,343	Mike Mullins
Pit Fighter	1,777,510	Carlton Barnes
Street Fighter 2	1,161,100	Francis Ibanez
Super Adventure Island	650,000	Jeff Adkins
Super R-Type	9,999,900	David Rumsey
Super Smash T.V.	57,697,125	Christopher Sims

ARCADE

Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
APB	1,002,324	Greg Gibson
Diner(PIN)	89,220,000	Steve Ryno
Double Dragon	146,860	Andy Baran
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Outrun	49,050,270	Dan Lee
Street Fighter II	Finished	Stephan Krogman
Super Contra	10,840,310	Martin Alessi

SEGA

Game	Score	Player
After Burner	13,572,900	Christopher Sims
Altered Beast	234,400	Alex Stamos
Black Belt	999,900	Rob Siegmann
Double Dragon	627,000	Todd Feller
Moonwalker	21,020	Vince Tennant
The Ninja	1,924,650	Vince Tennant
Pro Wrestling	996,400	Vince Tennant
Rampage	998,155	Christopher Sims
Rastan	31,139,300	Christopher Sims
R - Type	1,128,500	Brian Gaudreault
Shinobi	1,165,750	Todd Bustillo
Space Harrier 3-D	40,888,900	David Flores

GENESIS

Game	Score	Player
Batman	1,342,200	Christopher Sims
Buster Douglas	23,554,640	Richard Sauther
Castle of Illusion	29,218,800	John Stukey
Curse	10,560,300	Jeff Yonan
Desert Strike	2,721,500	Tony Constantini
Ghouls & Ghosts	6,195,100	Richard Sauther
Gaiares	1,791,041	Jim Hakola
Musha	155,997,820	Teddy Meadows
Rolling Thunder 2	2,682,810	Curtis Clare
Sonic the Hedgehog	9,999,990	Brian Herrmann
Streets of Rage	999,990	Jamison Scott
Toe Jam & Earl	999	Richard Sauther

TURBO

Game	Score	Player
Alien Crush	999,999,900	Barry Bowman
Bloody Wolf	35,764,000	Rikky Graham
Cyber Core	9,999,900	Josh Winter
Dragon Spirit	639,670	Randy Lewis
Fighting Streets	1,590,900	Dennis Crowley
Galaga 90	1,504,140	Jeff Yonan
Klax	3,460,750	Jonathon Paleologos
Monster Lair	561,090	Paul Cinker
Ninja Spirit	99,999,900	Mike Curran
Parasol Stars	83,062,560	Justin Haworth
R-Type	999,800	Chris Nygaard
Splatterhouse	99,999,900	Chris Nygaard
Super Star Soldier	13,442,900	Jeff Yonan

Rules - All scores on TMNT: The Hyperstone Heist must be received by June 15,1993. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms and accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final.

REVIEW CREW • COMING ATTRACTIONS • MEGA TRICKS
INTERNATIONAL • MEGA STRATEGIES

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE



* LEARN TRICKS AND SECRET STRATEGIES ON THE NEWEST GAMES!
* BE THE FIRST TO LEARN ABOUT THE NEW GAME SYSTEMS, PERIPHERALS AND ACCESSORIES.
* READ HONEST, HARD-HITTING GAME REVIEWS FROM SEVERAL PLAYERS.
* GET THE FIRST INFO AND PHOTOS ON ALL THE NEW GENESIS, SEGA CD AND GAME GEAR CARTS.
* FIND OUT WHICH INTERNATIONAL GAMES ARE HOT!
* PLUS PAGES OF GAME MAPS, DETAILED STRATEGIES AND MORE!

Finally, a magazine made exclusively for owners of the Genesis, Sega CD and Game Gear! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews and previews a Sega fan could ever want! Each bi-monthly issue is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it is from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, you NEED Mega Play!

I WANT MEGA PLAY!

PLEASE START MY INTRODUCTORY SUBSCRIPTION TO MEGA PLAY - THE ALL-SEGA GENESIS, SEGA CD AND GAME GEAR MAGAZINE!

NAME_____

ADDRESS_____

CITY_____ **STATE**_____ **ZIP**_____

_____**Payment enclosed** _____**Bill me**

Credit card orders: _____**VISA** _____**MC**

Card no._____

Expiration date_____

Signature_____

Please include $19.95 for your subscription and mail to:

Mega Play, P. O. Box 7535, Red Oak, IA 51591-0535

For faster Service, Call toll-free: 1-800-444-2884

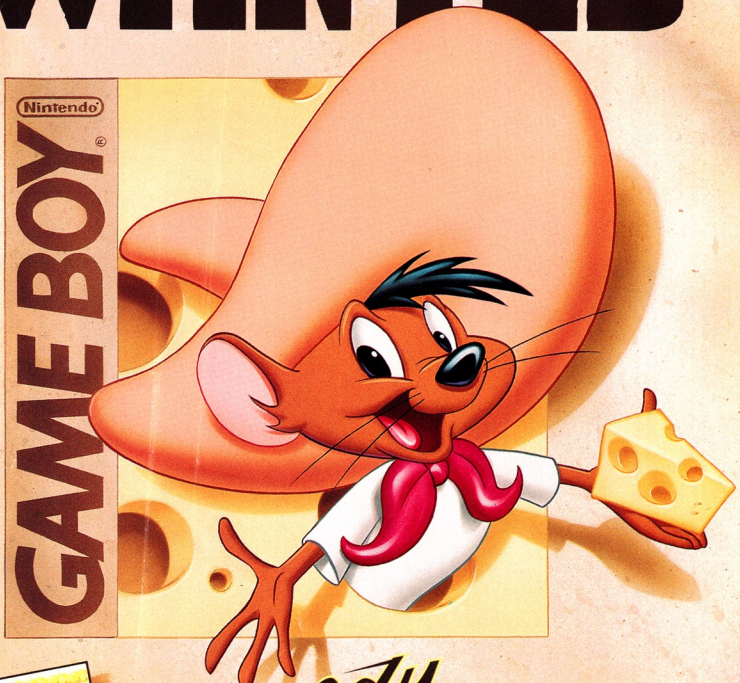
Make check or money order payable to Sendai Publishing Group, Inc. Canada and Mexico add $10.00. All other foreign add $20.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order , or any other type of check or money order that would go through a U.S. branch bank.) All foreign orders must be prepaid. Please allow 6-8 weeks for your first issue. Bi-monthly issues will be mailed thereafter.

F0137

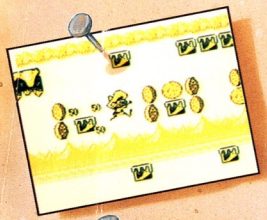


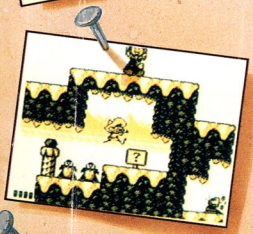
6 ISSUE SUBSCRIPTION ONLY $19.95

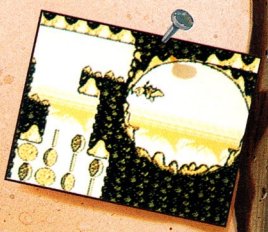
WANTED



Speedy Gonzales







Wanted for:

Roquefort Rustling
Swiss Swiping
Nacho Nabbing
and Exceeding All Speed Limits!

REWARD

Endless hours of fast-paced action and thrilling, fleet-footed fun!

LICENSED BY Nintendo

Official Nintendo Seal of Quality

SUNSOFT®

HOLLI WOULD IF SHE COULD.

COOL WORLD™



Screens shown are from the Super NES version of the game.

It's an imaginary world where cartoon characters called Doodles are alive. In this bizarre adventure, the Doodles are disturbing the balance between Cool World and Real World. If the balance isn't restored quickly, both worlds will be destroyed! Pit your wits against Doodles like Holli Would, Vegas Vinnie and Slash. They're out to get you—it's up to you to stop them and save the world!

AVAILABLE ON VIDEOCASSETTE
FEBRUARY 1993

The name of the game

ocean

Ocean of America, Inc.
1855 O'Toole Ave., Suite D-102
San Jose, CA 95131

Official Nintendo Seal of Quality

Nintendo ENTERTAINMENT SYSTEM

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

TM, ®, & © 1992 Paramount Pictures. All Rights Reserved. Cool World is a trademark of Paramount Pictures. Ocean Software Authorized User. Game program © 1992 Ocean Software Limited. Ocean is a registered trademark of Ocean Software Limited. Nintendo, Super Nintendo, Game Boy™, and the official seal are registered trademarks of Nintendo of America, Inc.

CIRCLE #131 ON READER SERVICE CARD.